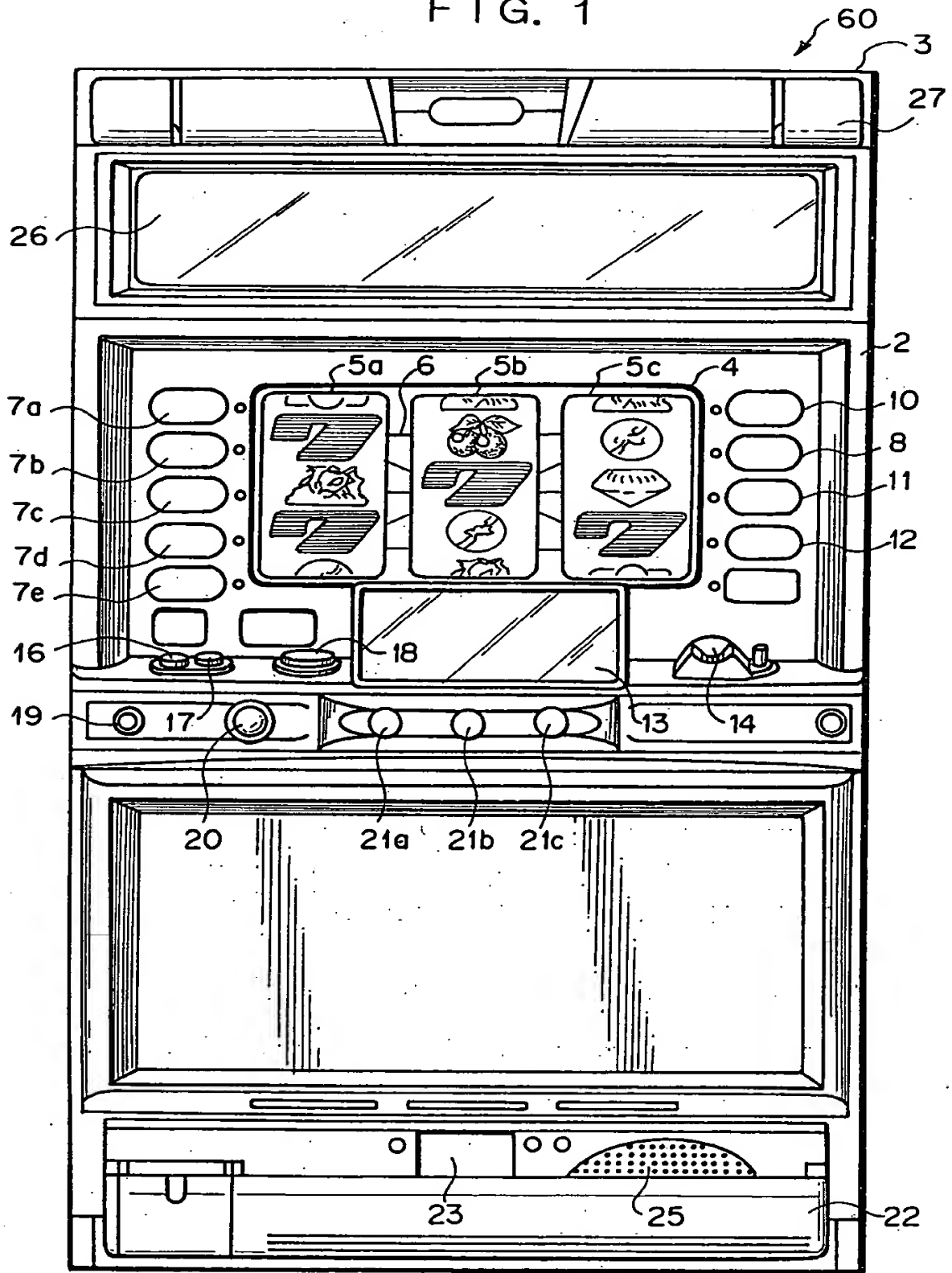


FIG. 1



09740064-122000

FIG. 2

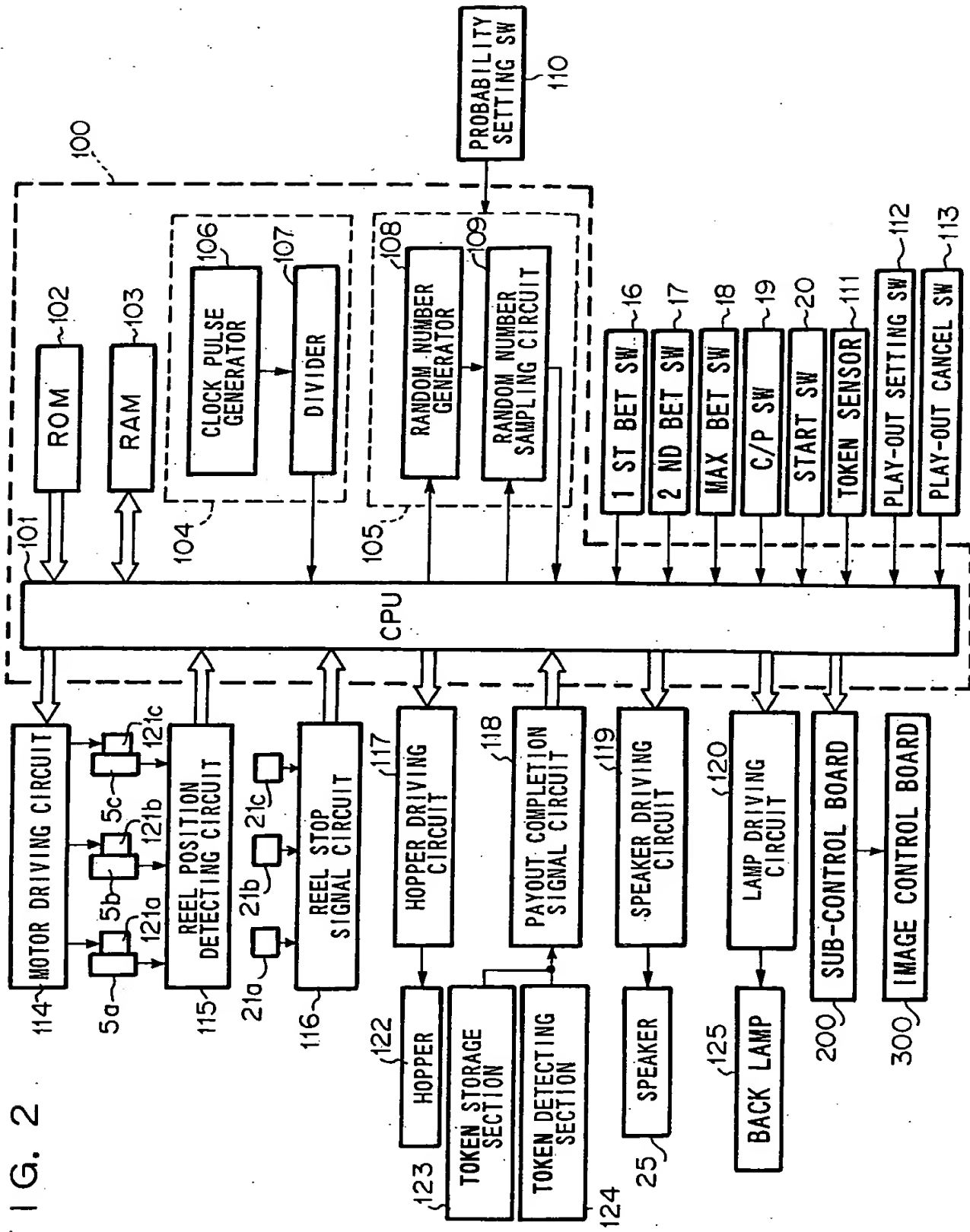


FIG. 3

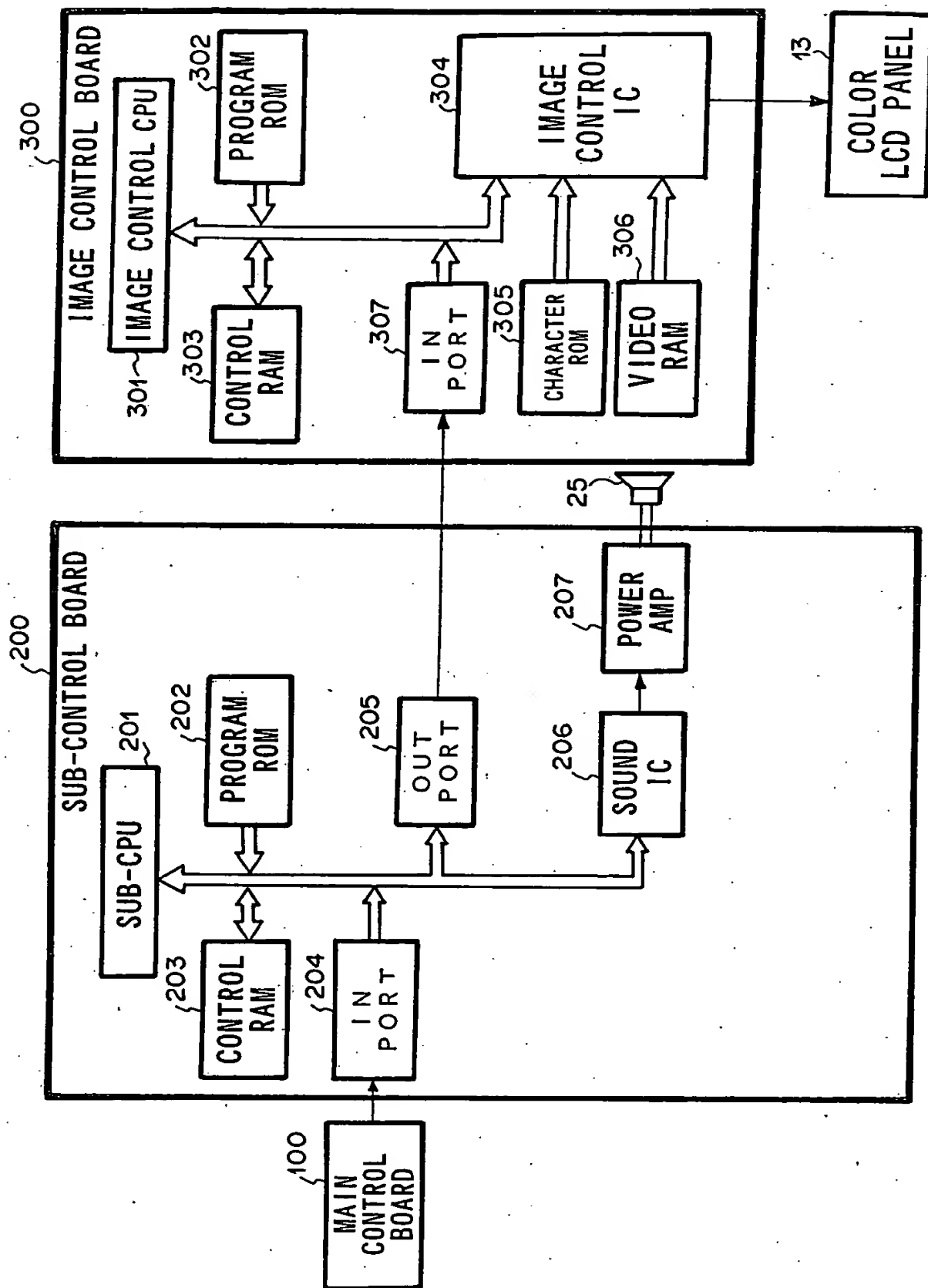






FIG. 7

COMMAND RECEIVE PORT [LOWER HIERARCHICAL LEVEL] (COMLMAP)	
[ D7 ]	DATA D7 OUTPUT FROM MAIN CPU
[ D6 ]	DATA D6 OUTPUT FROM MAIN CPU
[ D5 ]	DATA D5 OUTPUT FROM MAIN CPU
[ D4 ]	DATA D4 OUTPUT FROM MAIN CPU
[ D3 ]	DATA D3 OUTPUT FROM MAIN CPU
[ D2 ]	DATA D2 OUTPUT FROM MAIN CPU
[ D1 ]	DATA D1 OUTPUT FROM MAIN CPU
[ D0 ]	DATA D0 OUTPUT FROM MAIN CPU

FIG. 8

LIQUID CRYSTAL DISPLAY COMMAND TRANSMISSION PORT (LCDMAP)	
[ D7 ]	DATA D7 OUTPUT TO IMAGE DISPLAY CPU
[ D6 ]	DATA D6 OUTPUT TO IMAGE DISPLAY CPU
[ D5 ]	DATA D5 OUTPUT TO IMAGE DISPLAY CPU
[ D4 ]	DATA D4 OUTPUT TO IMAGE DISPLAY CPU
[ D3 ]	DATA D3 OUTPUT TO IMAGE DISPLAY CPU
[ D2 ]	DATA D2 OUTPUT TO IMAGE DISPLAY CPU
[ D1 ]	DATA D1 OUTPUT TO IMAGE DISPLAY CPU
[ D0 ]	DATA D0 OUTPUT TO IMAGE DISPLAY CPU

FIG. 9

SOUND OUTPUT PORT (SUNDMAP)	
[ D7 ]	SOUND OUTPUT D7
[ D6 ]	SOUND OUTPUT D6
[ D5 ]	SOUND OUTPUT D5
[ D4 ]	SOUND OUTPUT D4
[ D3 ]	SOUND OUTPUT D3
[ D2 ]	SOUND OUTPUT D2
[ D1 ]	SOUND OUTPUT D1
[ D0 ]	SOUND OUTPUT D0

09740064-122000



FIG. 14

04H	START GAMES DURING NORMAL GAME
TYPE OF GENERATION	
b7	BB
b6	RB
b5	REPLAY OR RB DURING BB
b4	DIAMOND
b3	DRAGON 2
b2	DRAGON 1
b1	FOUR CHERRIES
b0	TWO CHERRIES

FIG. 15

05H	START SPINNING OF REELS DURING RB
NUMBER OF AVAILABLE RB GAMES, NUMBER OF AVAILABLE RB OPERATIONS	
b7	
b6	
b5	NUMBER OF AVAILABLE RB GAMES (12-1)
b4	NUMBER OF AVAILABLE RB GAMES (12-1)
b3	NUMBER OF AVAILABLE RB GAMES (12-1)
b2	NUMBER OF AVAILABLE RB GAMES (12-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)

FIG. 16

06H	START SPINNING OF REELS DURING BB
NUMBER OF REMAINING BB GAMES, NUMBER OF AVAILABLE RB OPERATIONS	
b7	TYPE OF BB (0/1= WHITE 7/RED 7)
b6	NUMBER OF REMAINING BB GAMES (30-1)
b5	NUMBER OF REMAINING BB GAMES (30-1)
b4	NUMBER OF REMAINING BB GAMES (30-1)
b3	NUMBER OF REMAINING BB GAMES (30-1)
b2	NUMBER OF REMAINING BB GAMES (30-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1)

09740064-122000

09400641 162000

09400641 162000

09400641 162000

09400641 162000

09400641 162000

09400641 162000

09400641 162000

09400641 162000

0974068

[illegible]

0974068

0974068

0974068

[illegible]

FIG. 24

0EH	TYPE OF PRESENTATIONS TO BE PERFORMED BY MAIN CPU
TYPE OF PRESENTATION	
b7	
b6	
b5	
b4	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b3	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b2	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b1	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b0	GAME START SOUND (0/1=START SOUND 1/2)

FIG. 25

0FH	SOUND PRESENTATION INSTRUCTION
15H	REEL SPINNING DISABLE SOUND (4.1 SECONDS)
16H	GENERATION-OF-BB-EXPECTATION SOUND (REEL <i>LI-ZHI</i> SOUND 1)
17H	GENERATION-OF-BB-EXPECTATION SOUND (REEL <i>LI-ZHI</i> SOUND 2)
18H	GAMING TOKEN PAYOUT SOUND 1 (TRANSMITTED AT SETTLEMENT)
1DH	GAMING TOKEN INSERTION SOUND 1 (WHEN CREDIT IS ADDED)
02H	SPINNING DISABLE SOUND, PAYOUT SOUND MUTE

09740064 122000

[illegible]

**0-6-0-0-0-0-0-0-0-0**

[illegible][illegible]

F I G. 28

02h	DEMONSTRATION DISPLAY
	NONE

F I G. 29

03h	REEL SCREEN DISPLAY
REEL SCREEN TYPE	
01h	NORMAL REEL SCREEN
02h	INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DISPLAYED-SYMBOL DATA 1	
b7	UNASSIGNED
b6	UNASSIGNED
b5	UNASSIGNED
b4	0
b3	LEFT DISPLAYED SYMBOL
b2	LEFT DISPLAYED SYMBOL
b1	LEFT DISPLAYED SYMBOL
b0	LEFT DISPLAYED SYMBOL
DISPLAYED-SYMBOL DATA 2	
b7	CENTER DISPLAYED SYMBOL
b6	CENTER DISPLAYED SYMBOL
b5	CENTER DISPLAYED SYMBOL
b4	CENTER DISPLAYED SYMBOL
b3	RIGHT DISPLAYED SYMBOL
b2	RIGHT DISPLAYED SYMBOL
b1	RIGHT DISPLAYED SYMBOL
b0	RIGHT DISPLAYED SYMBOL

02410341 in 32000



F I G. 30

	DISPLAYED SYMBOL
00h	7
01h	BAR
02h	Do
03h	CAKE
04h	COOKIE
05h	E
06h	X
07h	T
08h	R
09h	A

F I G. 31

04h	REEL SPINNING START ON NORMAL REEL SCREEN
	SIGN PRESENTATION INSTRUCTION
00h	GENERATION OF SMALL-JACKPOT COMBINATION PRESENTATION WITHOUT SIGN
01h	GENERATION OF DB OR CHERRY WITH LOW-DEGREE SIGN
02h	GENERATION OF DB OR CHERRY WITH HIGH-DEGREE SIGN
03h	GENERATION OF DRAGON WITH LOW-DEGREE SIGN
04h	GENERATION OF DRAGON WITH HIGH-DEGREE SIGN
05h	GENERATION OF DIAMOND WITH LOW-DEGREE SIGN
06h	GENERATION OF DIAMOND WITH HIGH-DEGREE SIGN
07h	REPLAY GENERATION SIGN
08h	LI-ZHI PRESENTATION WITHOUT SIGN
09h	OSHIKURA LI-ZHI SIGN
0Ah	POWERBALL LI-ZHI SIGN
0Bh	BALANCING-ON-ROLLING-BALL LI-ZHI SIGN
0Ch	YAH-HOO SIGN
0Dh	BB DETERMINATION (RAINBOW 7)
0Eh	RB DETERMINATION (RAINBOW, BAR)
	DISPLAYED-SYMBOL DATA 1 (SAME AS ABOVE)
	DISPLAYED-SYMBOL DATA 2 (SAME AS ABOVE)

0022T 49004260

F I G. 32

05h	SPINNING START ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
	SIGN PRESENTATION INSTRUCTION (SAME AS Fig. 31, BUT FOR ONLY SMALL-JACKPOT COMBINATION GENERATION PATTERN)
	DISPLAYED-SYMBOL PATTERN 1 (SAME AS ABOVE)
	DISPLAYED-SYMBOL PATTERN 2 (SAME AS ABOVE)

F I G. 33

UNASSIGNED	LEFT REEL STOP ON NORMAL REEL SCREEN (UNASSIGNED)
	LEFT REEL STOP DISPLAYED-SYMBOL DATA (SET ON LOWER FOUR BITS)

000221" 49004260

FIG. 34

07h	STOP ON NORMAL REEL SCREEN ( <i>LI-ZHI</i> PRESENTATION INSTRUCTION)
	<i>LI-ZHI</i> PRESENTATION INSTRUCTION
00h	NO <i>LI-ZHI</i> PRESENTATION
01h	NORMAL FAILURE
02h	NORMAL WINNING
03h	<i>OSHIKURA</i> FAILURE
04h	<i>OSHIKURA</i> WINNING
05h	BALANCING-ON-ROLLING-BALL RIGHT FAILURE
06h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 1
07h	RB UPGRADE
08h	BALANCING-ON-ROLLING-BALL RIGHT WINNING 2
09h	BALANCING-ON-ROLLING-BALL LEFT FAILURE
0Ah	BALANCING-ON-ROLLING-BALL LEFT WINNING 1
0Bh	BB UPGRADE
0Ch	BALANCING-ON-ROLLING-BALL LEFT WINNING 2
0Dh	BALANCING-ON-ROLLING-BALL CENTER FAILURE
0Eh	BALANCING-ON-ROLLING-BALL CENTER WINNING 1
0Fh	RESERVED FOR FUTURE USE
10h	BALANCING-ON-ROLLING-BALL CENTER WINNING 2
11h	POWERBALL 1 FAILURE
12h	POWERBALL 1 WINNING
13h	POWERBALL 2 FAILURE
14h	POWERBALL 2 WINNING
15h	POWERBALL 3 FAILURE
16h	POWERBALL 3 WINNING
	STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1
	STATIONARY DISPLAYED-SYMBOL DATA 2

FIG. 35

08h	REEL STOP ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
	STOP SEQUENCE NUMBER/STATIONARY DISPLAYED-SYMBOL DATA 1
	STATIONARY DISPLAYED-SYMBOL DATA 2

09740064.122000

FIG. 36

09h	SMALL-JACKPOT COMBINATION WINNING PRESENTATION ON NORMAL REEL SCREEN
SMALL-JACKPOT COMBINATION WINNING PRESENTATION INSTRUCTION	
b7	DROPPED
b6	UNASSIGNED
b5	REPLAY WINNING
b4	DIAMOND WINNING
b3	DRAGON 2 WINNING
b2	DRAGON 1 WINNING
b1	FOUR CHERRIES WINNING
b0	TWO CHERRIES WINNING
STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 37

0Ah	SMALL-JACKPOT COMBINATION WINNING PRESENTATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
SMALL-JACKPOT COMBINATION INSTRUCTION (SAME AS IN Fig. 36)	
STATIONARY DISPLAYED-SYMBOL DATA 1	
STATIONARY DISPLAYED-SYMBOL DATA 2	

FIG. 38

0Bh	BONUS WINNING PRESENTATION
TYPE OF BONUS WINNING	
01h	EXTRA
02h	WHITE 7
03h	RED 7

09740064 122000

F I G. 39

0Ch	BONUS STAGE DISPLAY INSTRUCTION
	BONUS STAGE TYPE
00h	RB STAGE 1 (TRUE RB)
01h	RB END (TRUE RB)
02h	BB STAGE 1 START DISPLAY
03h	BB STAGE 2 START DISPLAY (RB1 IS ENDED DURING BB)
04h	BB STAGE 3 START DISPLAY (RB2 IS ENDED DURING BB)
05h	BB END PRESENTATION DISPLAY 1 (NORMAL END)
06h	BONUS END PRESENTATION DISPLAY 2 (RB1 AND 2 ARE ENDED WITH FAILURES)
07h	BONUS END PRESENTATION DISPLAY 3 (RB 3 IS ENDED WITH FAILURE)
08h	BONUS END PRESENTATION DISPLAY 4 (NORMAL GAME IS ENDED WITH FAILURE)

F I G. 40

0Dh	START SPINNING OF REELS DURING RB
	RB STAGE (1-3)
	NUMBER OF RB GAMES (1-12)

F I G. 41

0Eh	JACKPOT-GAME WINNING PRESENTATION
	RB STAGE (1-3)
	NUMBER OF WINNING OF JACKPOT GAMES (0-8)

F I G. 42

0Fh	START SPINNING OF REELS DURING BB
	BB STAGE (1-3)
	NUMBER OF REMAINING BB GAMES (30-1)

09740064 122000

FIG. 43

10h	SMALL-JACKPOT COMBINATION WINNING PRESENTATION IN NORMAL GAME DURING BB
BB STAGE (1-3)	
NUMBER OF REMAINING BB GAMES (30-1)	
SMALL-JACKPOT COMBINATION WINNING PRESENTATION INSTRUCTION	
b7	DROPPED
b6	UNASSIGNED
b5	REPLAY GAME WINNING
b4	DIAMOND WINNING
b3	DRAGON 2 WINNING
b2	DRAGON 1 WINNING
b1	FOUR CHERRIES WINNING
b0	TWO CHERRIES WINNING

FIG. 44

11h	PRESENTATION OF RB WINNING ARISEN DURING BB
RB STAGE (1-3)	

FIG. 45

12h	ERROR SCREEN DISPLAY
ERROR TYPE	
01h	INSERTED TOKEN PASSAGE TIME ERROR
02h	INSERTED TOKEN PASSAGE CHECK ERROR
03h	GAMING TOKEN AUXILIARY STORAGE FULL ERROR
04h	INSERTED TOKEN REVERSE-MOVEMENT ERROR
05h	HOPPER EMPTY ERROR
06h	HOPPER JAM ERROR
07h	ILLEGAL HIT ERROR

00022F 49004Z60

FIG. 46

LABEL	DATA	DESCRIPTION
DUMMY	0	DUMMY DATA
STBI_BITN	7	BIT FOR DETECTING STROBE SIGNAL OUTPUT FROM MAIN CPU
PDWN_BITN	3	POWER DOWN DETECTION BIT
NONRCP_CD	008H	DESIGNATION OF <i>LI-ZHI</i> PRESENTATION WITHOUT SIGN
YHOPRE_CD	00CH	YAH-HOO SIGN PRESENTATION CODE
BLNRC_CD	00DH	BONUS (BB) DETERMINATION SIGN, (BALLOON <i>LI-ZHI</i> ) PRESENTATION CODE
NRMRC_CD	001H	NORMAL <i>LI-ZHI</i> PRESENTATION CODE
STSD_DMSK	001H	MASK DATA FOR EXTRACTING GAME START SOUND
FLSH_DMSK	01EH	MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE
PCHG_NUM	10	NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE CHANGED AFTER ILLUMINATION OF WIN LAMPS
RKUP_BBDT	1	UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL
RKUP_RBDT	2	UPGRADE FLAG VALUE FOR RB-DETERMINATION DISPLAYED SYMBOL
STRL_MSK	007H	MASK DATA FOR EXTRACTING STOP REELS
PIC_MAX	009H	MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID-CRYSTAL DISPLAY
CPIC_MAX	004H	MAXIMUM CODE FOR CHARACTERS (FOR <i>LI-ZHI</i> PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY
BPIC_MAX	001H	MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL
PIC_INIT1	000H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 1, LEFT-7
PIC_INIT2	012H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 2, CENTER-BAR, RIGHT-DO
DPIC_INIT1	002H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 1, LEFT-DO
DPIC_INIT2	022H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 2, CENTER-DO AND RIGHT-DO
BBPIC1	000H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, LEFT-7
BBPIC2	000H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, CENTER AND RIGHT-7
BBPIC1	001H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, LEFT-BAR
BBPIC2	011H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, CENTER AND RIGHT-BAR
RBHMAX	3	MAXIMUM NUMBER OF AVAILABLE RB OPERATIONS
RBPMAX	12	MAXIMUM NUMBER OF AVAILABLE RB GAMES
BBCDMAX	5	NUMBER OF REMAINING BB GAMES FOR WHICH COUNTDOWN IS STARTED
RBNMSK	003H	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB OPERATIONS
RBPNMSK	03CH	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB GAMES
BBPNMSK	07CH	MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES

[illegible]





FIG. 49

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
GAMEST	1	GAME STATUS
PRDC_STS	1	PRESENTATION STATUS FLAG
FPLY_CHK	1	INTER-BONUS FLAG CHECK DATA
WPLY_CNT	1	COUNTER FOR COUNTING THE NUMBER OF GAMES AFTER ILLUMINATION OF WIN LAMPS (FOR CHANGING DISPLAYED SYMBOLS)
RNKUP_FLG	1	DISPLAYED-SYMBOL UPGRADE FLAG (FOR CHANGING DISPLAYED SYMBOLS)
MEDLCTR	1	TOKEN COUNTER
WAVEBIT	1	GENERATED FLAG
STOPCTR	1	REEL STOP COUNTER
BBPCTR	1	NUMBER OF REMAINING BB GAMES
JACGAME	1	NUMBER OF AVAILABLE RB GAMES
BNS_STGN	1	BONUS STAGE (SHARED BETWEEN BB AND RB)
PRSELF LG	1	SELECTION-OF-PRESENTATION-BEING-PERFORMED FLAG (NORMAL GAME START COMMAND RECEIVE FLAG)
PRE_CLS	1	SIGN PRESENTATION TYPE
RECH_CLS	1	LI-ZHI PRESENTATION TYPE
BSND_BK	2	BONUS SOUND BACKUP AREA
SND_BAK	3	SOUND BACKUP AREA
RECCNT	1	NUMBER OF RECEIVED DATA SETS
RXWPTR	1	RECEIVED DATA WRITE INDEX
RXRPTR	1	RECEIVED DATA READ INDEX
PINIEND	2	FINAL ADDRESS FOR CLEARING BACKUP DATA
RXBUFF	8*2	RECEIVED DATA LOCATION

00022T 19004750

F I G. 50

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
STP_PIC1	1	STATIONARY DISPLAYED-SYMBOL DATA 1
STP_PIC2	1	STATIONARY DISPLAYED-SYMBOL DATA 2
DSP_PIC1	1	DISPLAYED SYMBOL DATA 1
DSP_PIC2	1	DISPLAYED SYMBOL DATA 2
SQPTRBK	2	BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER
TXBUFWK	7	BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP
TXERRWK	3	DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND
LST_RCMD	2	FINALLY-RECEIVED COMMAND
ALCMD_HI	1	COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE
ALCMD_LO	1	COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE
BKCK_DAT	1	BACKUP DATA CHECK CODE
RX_PHASE	1	RECEIVE SEQUENCE MANAGEMENT DATA
RCVCMDH	1	RECEIVED COMMAND, HIGHER BYTE
RCVCMDL	1	RECEIVED COMMAND, LOWER BYTE
RCVBCC	1	ERROR DETECTION CODE
RERR_CNT	1	RECEIVE ERROR COUNTER
PRSQPTR	2	PRESENTATION-SEQUENCE-ACCESS POINTER
PRSQTBK	2	PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP
TX_PHASE	1	TRANSMISSION SEQUENCE MANAGEMENT DATA
TXDATCNT	1	TRANSMISSION COUNTER
TXBFPTR	2	TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER
TXBUFF	7	TRANSMISSION COMMAND BUFFER
XOUT0	1	CONTROL OUTPUT PORT BACKUP
SELRAND	2	RANDOM NUMBER FOR SELECTING PRESENTATION
PR_TIMER	2	PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER
RX_TIMER	1	RECEIVED-TIMEOUT-MEASUREMENT TIMER
M_WATCH	1	MAIN-CPU-DOWN-MONITORING TIMER
TX_TIMER	1	TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)
DEMEDATA	1	DISPLAYED-SYMBOL SELECTION TABLE NUMBER
SREEL_BK	1	CENTER DISPLAYED-SYMBOL SAVE AREA
RREEL_BK	1	RIGHT DISPLAYED-SYMBOL SAVE AREA
SD_WORK	2	SOUND RAM AREA, HEAD
PLAY_NUM	4	RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA
HIT_NUM	4	PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA
DROP_CHK	1	DROPPED FLAG

09740064.122000



FIG. 52

1 BYTE	
b7	ALARM SOUND (ERR_SW)
b6	RESTORATION-EFFECTIVE SOUND (BGM_SW)
b5	PRIORITIZED SINGLE SOUND (HIT_SW)
b4	TERMINATION SOUND (END_SW)
b3	RESERVED FOR FUTURE USE
b2	CONTINUOUS SOUND SW (END_SW)
b1	SETTING OF CHANNELS TO BE USED (CH1 TO CH4)
b0	
2 BYTE	
REPLAY LEVEL (0 TO 127)	
3 BYTE	
PAN-POT SETTINGS (0 TO 127)	
4 BYTE	
PHRASE NUMBER (0 TO 127)	

00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000

# FIG. 53

POWERBALL 3 <i>LI-ZHI</i> FAILURE
NO SOUND (AWAIT SOUND OUTPUT) 650ms
SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND 167ms
Do! EMERGENCE SOUND OUTPUT 1100ms
POWER BALL STRAINING SOUND 1 1683ms
POWERBALL ASCENDING SOUND 933ms
POWERBALL ASCENDING SOUND 917ms
POWERBALL ASCENDING SOUND 367ms
POWERBALL STRAINING SOUND MUTE 700ms
TARGET LOCK SOUND 933ms
POWERBALL THROWING SOUND 350ms
POWERBALL EXPLOSION SOUND 150ms
POWERBALL EXPLOSION SOUND 167ms
POWERBALL EXPLOSION SOUND 1167ms
SITTING-DOWN SOUND NO WAIT
END CODE

09740064.122000

FIG. 54

POWERBALL 3 <i>LI-ZHI</i> WINNING
NO SOUND (AWAIT SOUND OUTPUT) 650ms
SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND 167ms
Do! EMERGENCE SOUND OUTPUT 1100ms
POWER BALL STRAINING SOUND 1 1683ms
POWERBALL ASCENDING SOUND 933ms
POWERBALL ASCENDING SOUND 917ms
POWERBALL ASCENDING SOUND 367ms
POWERBALL STRAINING SOUND MUTE 700ms
TARGET LOCK SOUND 933ms
POWERBALL THROWING SOUND 350ms
POWERBALL EXPLOSION SOUND 150ms
POWERBALL EXPLOSION SOUND 167ms
POWERBALL EXPLOSION SOUND 2000ms
JUMP SOUND 299ms
LUCKY SOUND 388ms
JUMP SOUND 567ms
JUMP SOUND 567ms
JUMP SOUND 567ms
JUMP SOUND 567
JUMP SOUND NO WAIT
END CODE

09740064 " 122000

# FIG. 55

RB STAGE 3, TERMINATION OF EIGHT WINNINGS OF JACKPOT	
POWERBALL STRAINING SOUND MUTE	NO WAIT
POWERBALL THROWING SOUND	233ms
POWERBALL EXPLOSION SOUND	NO WAIT
POWERBALL THROWING SOUND	500ms
POWERBALL EXPLOSION SOUND	2850ms
EXPLOSION SOUND	183ms
EXPLOSION SOUND	283ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	117ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	767ms
EXPLOSION SOUND	67ms
EXPLOSION SOUND	NO WAIT
JUMP	83ms
EXPLOSION SOUND	NO WAIT
TOKEN PAYOUT 2	467ms
JUMP	567ms
JUMP	567ms
JUMP	567ms
JUMP	2000ms
END-WITH-PUNCTURES (FAILURE) SOUND	625ms
BB TERMINATION SOUND	4669ms
END CODE	

09740064-122000

# FIG. 56

RB STAGE 3, JACKPOT FAILURE WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
DRAGON FIRE 1367ms
SITTING-DOWN SOUND 1350ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

000221 19004260



FIG. 57

RB STAGE 3, JACKPOT WINNING ENDED WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
POWERBALL THROWING SOUND 233ms
POWERBALL EXPLOSION SOUND NO WAIT
POWERBALL THROWING SOUND 500ms
POWERBALL EXPLOSION SOUND 2667ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

000221-19004260



## FIG. 59

SD_STP1	30	[ 30 ] REEL SPINNING STOP SOUND 1
SD_STP2	31	[ 31 ] REEL SPINNING STOP SOUND 2
SD_STP3	32	[ 32 ] REEL SPINNING STOP SOUND 3
SD_RPLY	33	[ 33 ] REPLAY SOUND
SD_LOGO	34	[ 34 ] <i>ARUZE</i> SOUND LOGO
SD_RECH	35	[ 35 ] NORMAL <i>LI-ZHI</i> SOUND
SD_SPRC1	36	[ 36 ] SUPER <i>LI-ZHI</i> SOUND 1
SD_SPRC2	37	[ 37 ] SUPER <i>LI-ZHI</i> SOUND 2
SD_LUCK	38	[ 38 ] LUCKY
SD_PSRC	39	[ 39 ] COMMON TO <i>OSHIKURA LI-ZHI</i> GAMES
SD_PSOUT	40	[ 40 ] <i>OSHIKURA LI-ZHI</i> , FAILURE SOUND
SD_APDOWN	41	[ 41 ] <i>OSHIKURA LI-ZHI</i> , DROP OF APPLE
SD_PBDO	42	[ 42 ] POWERBALL <i>LI-ZHI</i> , Do! EMERGENCE SOUND
SD_PBSV1	43	[ 43 ] POWERBALL STRAINING SOUND 1
SD_PBSV2	44	[ 44 ] POWERBALL STRAINING SOUND 2
SD_PBUP	45	[ 45 ] POWERBALL ASCENDING SOUND
SD_PBTG	46	[ 46 ] POWERBALL <i>LI-ZHI</i> TARGET LOCK SOUND
SD_PBTW	47	[ 47 ] POWERBALL THROWING SOUND
SD_PBBM	48	[ 48 ] POWERBALL EXPLOSION SOUND
SD_BLNC1	49	[ 49 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 1
SD_BLNC2	50	[ 50 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 2
SD_BLNC3	51	[ 51 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> BALANCING SOUND 3
SD_BVIC1	52	[ 52 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 1 (YAHH)
SD_BVIC2	53	[ 53 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 2 (YOHH)
SD_BVIC3	54	[ 54 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 3 (HAHH)
SD_BVIC4	55	[ 55 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 4 (OOF)
SD_BVIC5	56	[ 56 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 5 (TOORYA)
SD_BVIC6	57	[ 57 ] BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> VOICE 6 (AUGH)
SD_BRHT1	58	[ 58 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 1 (VICTORY)
SD_BRHT2	59	[ 59 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 2 (JUMP)
SD_BRHT3	60	[ 60 ] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 3 (FAR JUMP)
SD_BRBGM	61	[ 61 ] BALANCING-ON-ROLLING-BALL BGM
SD_SRING	62	[ 62 ] SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND

**SECRET**

# FIG. 60

SD_BLNRC	63	[ 63 ] BALLOON <i>LI-ZHI</i> BGM
SD_RNBOW	64	[ 64 ] RAINBOW HARP
SD_PRE	65	[ 65 ] SIGN SOUND
SD_CGET	66	[ 66 ] SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME
SD_DRGFR	67	[ 67 ] DRAGON FIRE
SD_DRGLH	68	[ 68 ] DRAGON'S LAUGHS
SD_DODIE	69	[ 69 ] Do! RAISED TO THE SKY
SD_CDWN5	70	[ 70 ] PUNCTURE COUNTDOWN 5
SD_CDWN4	71	[ 71 ] PUNCTURE COUNTDOWN 4
SD_CDWN3	72	[ 72 ] PUNCTURE COUNTDOWN 3
SD_CDWN2	73	[ 73 ] PUNCTURE COUNTDOWN 2
SD_CDWN1	74	[ 74 ] PUNCTURE COUNTDOWN 1
SD_PRET	75	[ 75 ] PUNCTURE-RESTORATION SOUND
SD_PEND	76	[ 76 ] PUNCTURE-END SOUND
SD_DERC	77	[ 77 ] DETERMINED <i>LI-ZHI</i> SOUND
SD_DESP	78	[ 78 ] DETERMINED <i>LI-ZHI</i> STOP SOUND
SD_RCVC	79	[ 79 ] SITTING-DOWN SOUND
SD_LSGO	80	[ 80 ] SOUND FOR ENTERING DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT GAME
SD_RKUP1	81	[ 81 ] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 1 (BB DETERMINATION)
SD_RKUP2	82	[ 82 ] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 2 (RB DETERMINATION)

09740064 " 122000

FIG. 61

SOUND OUTPUT DATA TABLE

1. CH1 MUTE CODE		
2. CH2 MUTE CODE		
3. CH3 MUTE CODE		
4. CH4 MUTE CODE		
5. ALARM SOUND MUTE		
6. ANOMALOUS OPERATION ALARM SOUND		
DB	ERR_SW + REP + CH1	SOUND TYPE: ALARM SOUND + CONTINUOUS SOUND + CHANNEL 1 TO BE USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	0	PHRASE NUMBER
7. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	1	DISTINCTION BETWEEN MONO/ STEREO SOUND, PHRASE NUMBER
8. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	2	PHRASE NUMBER
9. START SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	3	PHRASE NUMBER
10. WINNING DETERMINATION SOUND TYPE		
DB	CH3	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	4	PHRASE NUMBER

09740064.122000

FIG. 62

11. JAC 1 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	5	PHRASE NUMBER
12. JAC 2 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	6	PHRASE NUMBER
13. JAC 3 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	7	PHRASE NUMBER
14. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	8	PHRASE NUMBER
15. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	9	PHRASE NUMBER

00022T " 4900460

FIG. 63

16. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	10	PHRASE NUMBER
17. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	11	PHRASE NUMBER
18. START SOUND 3 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	12	PHRASE NUMBER
19. PLAY-OUT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	13	PHRASE NUMBER
20. TERMINATION SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	END_SW + CH1	SOUND TYPE: TERMINATION SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	14	PHRASE NUMBER

09740064-122000





FIG. 65

26. JACKPOT WINNING SOUND		
DB	BGM, SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	20	PHRASE NUMBER
27. GAME STARTING SOUND 1		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	21	PHRASE NUMBER
28. GAME STARTING SOUND 2		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	22	PHRASE NUMBER
29. GAME TOKEN IMSERTION SOUND		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	23	PHRASE NUMBER
30. REEL STOP SOUND 1		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	120	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER

09740064-122000

FIG. 66

31. REEL STOP SOUND 2		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
32. REEL STOP SOUND 3		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
33. REPLAY OPERATION SOUND		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	25	PHRASE NUMBER
34. ARUZE SOUND LOGO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
35. NORMAL LI-ZHI		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	27	PHRASE NUMBER

00022T" 4900460

FIG. 67

36. SUPER LI-ZHI 1		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	28	PHRASE NUMBER
37. SUPER LI-ZHI 2		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	29	PHRASE NUMBER
38. LUCKY		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	30	PHRASE NUMBER
39. SOUND COMMON TO "OSHIKURA LI-ZHI"		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	31	PHRASE NUMBER
40. FAILURE PRESENTATION SOUND TO "OSHIKURA LI-ZHI"		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	32	PHRASE NUMBER

09740064 "1.22000

F I G. 68

41. SOUND OF FALLING APPLE FOR "OSHIKURA LI-ZHI"		
DB	BGM_SW + REP + CH4	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	40	PHRASE NUMBER
42. "POWERBALL LI-ZHI" Do EMERGENCE SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	33	PHRASE NUMBER
43. "POWERBALL LI-ZHI" STRAINING SOUND 1		
DB	BGM_SW + REP + CH4	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	35	PHRASE NUMBER
44. "POWERBALL LI-ZHI" STRAINING SOUND 2		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	34	PHRASE NUMBER
45. "POWERBALL LI-ZHI" PB ASCENDING SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	36	PHRASE NUMBER

00022T-4900460 09740064-122000

FIG. 69

46. "POWERBALL <i>LI-ZHI</i> " TARGET LOCK		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	37	PHRASE NUMBER
47. "POWERBALL <i>LI-ZHI</i> " THROWING SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	38	PHRASE NUMBER
48. "POWERBALL <i>LI-ZHI</i> " EXPLOSION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	39	PHRASE NUMBER
49. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 1		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	41	PHRASE NUMBER
50. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 2		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	41	PHRASE NUMBER

0974064 = 122000

FIG. 70

51. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 3		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	41	PHRASE NUMBER
52. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	42	PHRASE NUMBER
53. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YOHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	43	PHRASE NUMBER
54. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " HAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	44	PHRASE NUMBER
55. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOF		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	45	PHRASE NUMBER

000221-19004260

09740064-122000

FIG. 71

56. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " TORYA		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	46	PHRASE NUMBER
57. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " AUGH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	47	PHRASE NUMBER
58. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " VICTORY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	48	PHRASE NUMBER
59. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	5	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	49	PHRASE NUMBER
60. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " FAR JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	50	PHRASE NUMBER

000221" 4900460

09740064 122000

FIG. 72

61. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " BALANCING-ON-ROLLING-BALL BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	51	PHRASE NUMBER
62. SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	52	PHRASE NUMBER
63. BALLOON <i>LI-ZHI</i> BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	53	PHRASE NUMBER
64. RAINBOW HARP		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER
65. <i>LI-ZHI</i> DETERMINATION Do JUMP-SIDEWISE SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	55	PHRASE NUMBER

000227 "49004760



FIG. 73

66. SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	70	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	56	PHRASE NUMBER
67. DRAGON FIRE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	110	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	57	PHRASE NUMBER
68. DRAGON'S LAUGHS		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	58	PHRASE NUMBER
69. Do RAISED TO THE SKY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	25	LEVEL SETTING
DB	116	PAN-POT SETTING
DB	59	PHRASE NUMBER
70. FIVE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	60	PHRASE NUMBER

09740064-122000

FIG. 74

71. FOUR		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	61	PHRASE NUMBER
72. THREE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	62	PHRASE NUMBER
73. TWO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	63	PHRASE NUMBER
74. ONE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	64	PHRASE NUMBER
75. PUNCTURE-RESTORATION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	60	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER

000221-49004260

09740064-122000

FIG. 75

76. PUNCTURE TERMINATION SOUND (SEE YOU)		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	65	PHRASE NUMBER
77. DETERMINED <i>LI-ZHI</i> SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	66	PHRASE NUMBER
78. DETERMINED <i>LI-ZHI</i> STOP SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
79. SITTING-DOWN SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
80. LET'S GO SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	69	PHRASE NUMBER
81. BB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
82. RB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	16	PHRASE NUMBER

00022T " 19004760



FIG.77

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
NO LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION	58732						
	NORMAL LI-ZHI FAILURE PRESENTATION	2500						
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000		65535				
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION	1000				45875		
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION	300				13107		
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION	1				6553		
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION	800						45875
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION	200						13107
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION	1						6553
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

000221"49004260





FIG.80

DURING NORMAL PLAY (GNRLRECH)

LF-ZHI SIGN PRESENTATION		LF-ZHI PRESENTATION		LF-ZHI PRESENTATION SELECTION TABLE						
				00	01	02	03	04	05	06
BALANCING-ON-ROLLING-BALL LF-ZHI PRESENTATION	NO LF-ZHI PRESENTATION									
	NORMAL LF-ZHI FAILURE PRESENTATION									
	OSHIKURA LF-ZHI FAILURE PRESENTATION									
	OSHIKURA LF-ZHI WINNING PRESENTATION									
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION									
	POWERBALL 1 LF-ZHI WINNING PRESENTATION									
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION									
	POWERBALL 2 LF-ZHI WINNING PRESENTATION									
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION									
	POWERBALL 3 LF-ZHI WINNING PRESENTATION									
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION						1			39320
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION									
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION									
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION									19661
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION									
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION									
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION									
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION									
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION									

000221 " 49004260



FIG.81

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
YAH-HOO SIGN PRESENTATION	NO LI-ZHI PRESENTATION							
	NORMAL LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION						1	
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION						6553	
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

000221 4900460

FIG.82

LI-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
NO LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION	58732							
	NORMAL LI-ZHI FAILURE PRESENTATION	2500						58935	
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000	65535					200	
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION	1000			9830			1	
	POWERBALL 1 LI-ZHI WINNING PRESENTATION								
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION	300			16384			199	
	POWERBALL 2 LI-ZHI WINNING PRESENTATION								
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION	1			39321			2000	
	POWERBALL 3 LI-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION	800					9830	1	
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION	200					16384	199	
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION	1					39321	2000	
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION								

00022T 19004260

FIG.83

LF-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
OSHUKURA LF-ZHI SIGN PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHUKURA LF-ZHI FAILURE PRESENTATION	1						2000	64535
	OSHUKURA LF-ZHI WINNING PRESENTATION								
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION								1000
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

09740064 122000

FIG.84

LF-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
POWERBALL LF-ZHI SIGN PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI WINNING PRESENTATION								
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION			12106					
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION			19661					
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION			32768					
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION			1000					
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

09740064-122000





07-4069-1-1E100

07-4069-1-1E100

FIG.87

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
NO LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION								
	NORMAL LI-ZHI FAILURE PRESENTATION	2500							
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000							
	OSHIKURA LI-ZHI WINNING PRESENTATION			65535					
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION	1000							
	POWERBALL 1 LI-ZHI WINNING PRESENTATION					13106			
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION	300							
	POWERBALL 2 LI-ZHI WINNING PRESENTATION					19661			
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION	1							
	POWERBALL 3 LI-ZHI WINNING PRESENTATION					32768			
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION	800							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							9175	
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							3932	
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION	200							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION							13763	
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION							5898	
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION	1							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION							22937	
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION							9830	

000221" 49004760

FIG.88

LF-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
OSHIKURA LF-ZHI SIGN PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI FAILURE PRESENTATION	1							
	OSHIKURA LF-ZHI WINNING PRESENTATION		65535						
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

000221 19004250









FIG.92

BBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN BB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	19660
Do	26214
CAKE	9831
COOKIE	9830

FIG.93

RBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN RB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
BAR	3276
Do	9830
CAKE	26215
COOKIE	26214

FIG.94

MSRECCHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN *LI-ZHI* FAILURE PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	3276
BAR	6553
Do	9830
CAKE	22938
COOKIE	22938

FIG.95

SYMBOL DISPLAYED ON CENTER REEL WHEN BALANCING-ON-ROLLING-BALL *LI-ZHI* HAS FAILED

TEN PAIS SYMBOL	CENTER DISPLAYED SYMBOL
7 DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = BAR
BAR DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = Do
Do DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = E
CAKE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = COOKIE
COOKIE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = 7

00022T" 49004760

FIG.96

## DURING NORMAL PLAY (GNRLPLAY)

INTERNALLY-GENERATED COMBINATIONS		(CHERRY OR DRAGON B)	(DRAGON)	(DIAMOND)	(REPLAY)	(SINGLE-SHOT RB)	(SINGLE-SHOT RB)	(FAILURE)
DISPLAYED SYMBOL SELECTION TABLE NUMBER		DISPLAYED SYMBOL SELECTION TABLE 1	DISPLAYED SYMBOL SELECTION TABLE 2	DISPLAYED SYMBOL SELECTION TABLE 3	DISPLAYED SYMBOL SELECTION TABLE 4	DISPLAYED SYMBOL SELECTION TABLE 9	DISPLAYED SYMBOL SELECTION TABLE 10	DISPLAYED SYMBOL SELECTION TABLE 0
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION	52428				3277	3277	
	GROUP 2 H-SIGN PRESENTATION	6554				13107	13107	
	DG L-SIGN PRESENTATION		32768			3277	3277	
	DG H-SIGN PRESENTATION		3277			13107	13107	
	DIAMOND L-SIGN PRESENTATION			52428		3277	3277	
	DIAMOND H-SIGN PRESENTATION			6554		13107	13107	
	REPLAY SIGN PRESENTATION				65535	13107	13107	
	NONE	6553	29490	6553		3276	3276	65535
	E		4587	48495	4587	2621	1310	10485
	X	3276	48495	4587		2621	1310	10485
TYPE OF DISPLAYED SYMBOL	T	45874	4587		4587	2621	1310	10485
	R	3276	4587	4587	48495	2621	1310	10485
	A	9830		4587	4587	2621	1310	10485
	7	659	659	659	659	6558	22288	2626
	BAR	655	655	655	655	18349	6553	2621
	Do	655	655	655	655	6553	11796	2621
	CAKE	655	655	655	655	10485	9174	2621
	COOKIE	655	655	655	655	10485	9174	2621

FIG.97

## DURING INTERNAL GENERATION OF BONUS GAME (BNFGPLAY)

INTERNALLY-GENERATED COMBINATION	GROUP 1	DG	DIAMOND	REPLAY	RB	BB
DISPLAYED SYMBOL SELECTION TABLE NUMBER	DISPLAYED SYMBOL SELECTION TABLE 5	DISPLAYED SYMBOL SELECTION TABLE 6	DISPLAYED SYMBOL SELECTION TABLE 7	DISPLAYED SYMBOL SELECTION TABLE 8	DISPLAYED SYMBOL SELECTION TABLE 11	DISPLAYED SYMBOL SELECTION TABLE 12
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION	3277	3277	6554		
	GROUP 2 H-SIGN PRESENTATION	3276	3277	6553		
	DG L-SIGN PRESENTATION	22938		6554		
	DG H-SIGN PRESENTATION	22938	3277	6553		
	DIAMOND L-SIGN PRESENTATION	3277	19661	6554		
	DIAMOND H-SIGN PRESENTATION	3276	26214	6553		
	REPLAY SIGN PRESENTATION		3276	13107		
	NONE	6553	6553	13107		
	E	3276	32767		6553	13107
	X	32767		3276	6553	6553
TYPE OF DISPLAYED SYMBOL	T	6553	6553	45874	13107	6553
	R	3276		3276	6553	6553
	A	39321	6553	9830	6553	6553
	7	7867	1316	659	3937	6553
	BAR	1310	6553	655	6553	3932
	Do	7864	1310	655	5242	5242
	CAKE	1310	6553	655	5242	5242
	COOKIE	1310	11140	655	5242	5242

FIG.98

LI-ZHI PRESENTATION SELECTION TABLE

		FLASH DATA NUMBER									
		0	1	2	3	4	5	6	7	8	
GAME STATUS	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 1)	00	00	01	01	03	03	05	05	00	
	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 2)	00	00	02	02	04	04	06	06	00	
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 1)	00	00	19	19	07	07	09	09	00	
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 2)	18	18	02	02	08	08	10	10	00	
	WIN LAMP BEING ILLUMINATED [WLNRECH](STARTING SOUND 1)	00	00	11	11	13	13	15	15	17	
	WIN LAMP BEING ILLUMINATED [WLNRECH](STARTING SOUND 2)	00	00	12	12	14	14	16	16	17	

FIG.99

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 9 DIAMOND DURING INTERNAL ELECTION OF BB OR RB			
0 2 8	NO	STARTING SOUND 1	4
0 2 2	NO	STARTING SOUND 1	5
0 5 0	YES	STARTING SOUND 1	7
1 5 6	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 0 MISS IN NORMAL GAME			
2 2 5	NO	STARTING SOUND 1	NO
0 0 1	NO	STARTING SOUND 1	5
0 1 3	NO	STARTING SOUND 2	NO
0 1 3	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 1	NO	STARTING SOUND 2	3
0 0 1	NO	STARTING SOUND 2	5
0 0 1	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 1 GROUP 1 IN NORMAL GAME			
1 6 3	NO	STARTING SOUND 1	NO
0 0 6	NO	STARTING SOUND 1	2
0 0 3	NO	STARTING SOUND 1	3
0 4 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	7
0 2 6	NO	STARTING SOUND 2	NO
0 0 2	NO	STARTING SOUND 2	6
0 1 0	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2

09740064 " 122000



FIG.100

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 2		DG IN NORMAL GAME	
1 8 8	NO	STARTING SOUND 1	NO
0 1 0	NO	STARTING SOUND 1	1
0 0 2	NO	STARTING SOUND 1	6
0 0 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 1 3	NO	STARTING SOUND 2	NO
0 3 6	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 4	NO	STARTING SOUND 2	6
FLASH DATA TABLE 3		DIAMOND IN NORMAL GAME	
1 1 3	NO	STARTING SOUND 1	NO
0 0 2	NO	STARTING SOUND 1	4
0 0 1	NO	STARTING SOUND 1	5
0 0 2	NO	STARTING SOUND 2	NO
0 1 8	NO	STARTING SOUND 2	4
1 2 0	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 4		REPLAY IN NORMAL GAME	
1 9 6	NO	STARTING SOUND 1	NO
0 1 0	NO	STARTING SOUND 1	1
0 0 2	NO	STARTING SOUND 1	6
0 2 2	NO	STARTING SOUND 2	NO
0 2 2	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 1	NO	STARTING SOUND 2	6

09740064-122000

FIG.101

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 5 BB, RB IN NORMAL GAME			
114	NO	STARTING SOUND 1	NO
001	NO	STARTING SOUND 1	4
001	YES	STARTING SOUND 1	7
001	YES	STARTING SOUND 2	8
009	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	7
020	NO	STARTING SOUND 2	NO
005	NO	STARTING SOUND 2	2
020	NO	STARTING SOUND 2	NO
002	NO	STARTING SOUND 2	2
004	YES	STARTING SOUND 2	6
026	NO	STARTING SOUND 2	NO
004	NO	STARTING SOUND 2	3
045	NO	STARTING SOUND 2	NO
003	NO	STARTING SOUND 2	5
FLASH DATA TABLE 6 MISS DURING INTERNAL ELECTION OF BB OR RB			
154	NO	STARTING SOUND 1	NO
006	NO	STARTING SOUND 1	5
006	YES	STARTING SOUND 1	3
011	YES	STARTING SOUND 2	4
012	YES	STARTING SOUND 2	5
005	NO	STARTING SOUND 2	2
035	NO	STARTING SOUND 2	3
027	NO	STARTING SOUND 2	5

09740064 122000

FIG.102

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 7    GROUP 1 DURING INTERNAL ELECTION OF BB OR RB			
0 2 7	NO	STARTING SOUND 1	NO
0 2 8	NO	STARTING SOUND 1	2
0 4 2	NO	STARTING SOUND 1	3
0 0 3	YES	STARTING SOUND 1	8
0 0 1	NO	STARTING SOUND 2	NO
0 2 1	NO	STARTING SOUND 2	7
0 3 8	NO	STARTING SOUND 2	NO
0 0 6	NO	STARTING SOUND 2	6
0 8 5	NO	STARTING SOUND 2	NO
0 0 5	NO	STARTING SOUND 2	2
FLASH DATA TABLE 8    DG. REPLAY DURING INTERNAL ELECTION OF BB OR RB			
0 7 9	NO	STARTING SOUND 1	NO
0 2 1	NO	STARTING SOUND 1	1
0 1 4	YES	STARTING SOUND 1	5
0 1 4	NO	STARTING SOUND 1	6
0 2 3	NO	STARTING SOUND 2	NO
0 2 0	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 1 9	NO	STARTING SOUND 2	6
0 3 6	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2
0 2 5	YES	STARTING SOUND 2	7

00022T" 49004760

F I G. 103



FIG. 104



FIG. 105

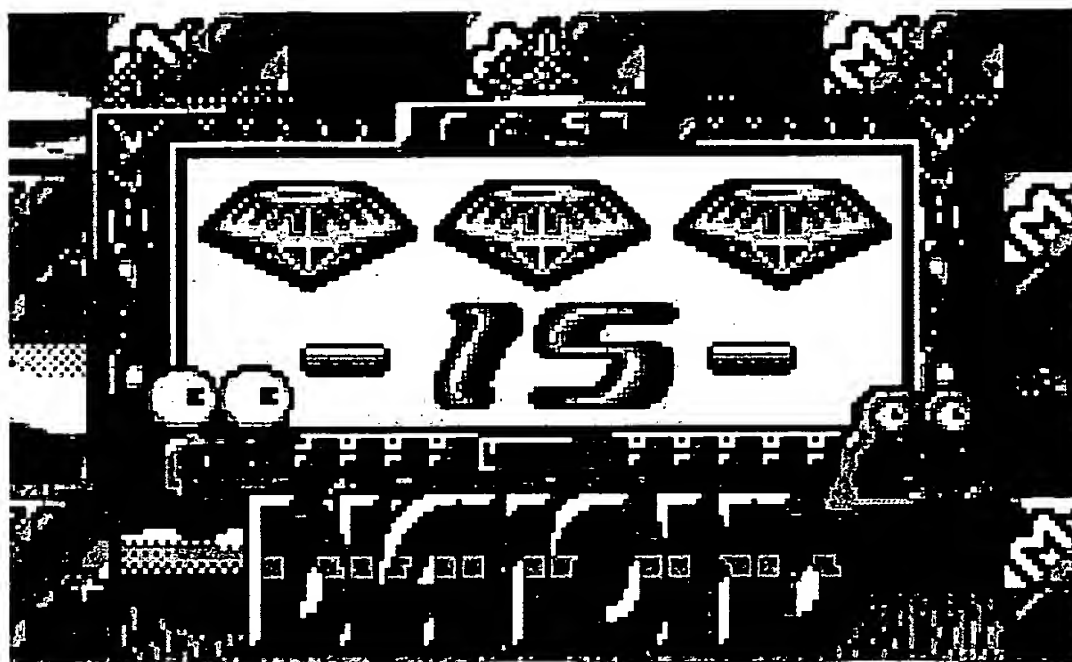


FIG. 106

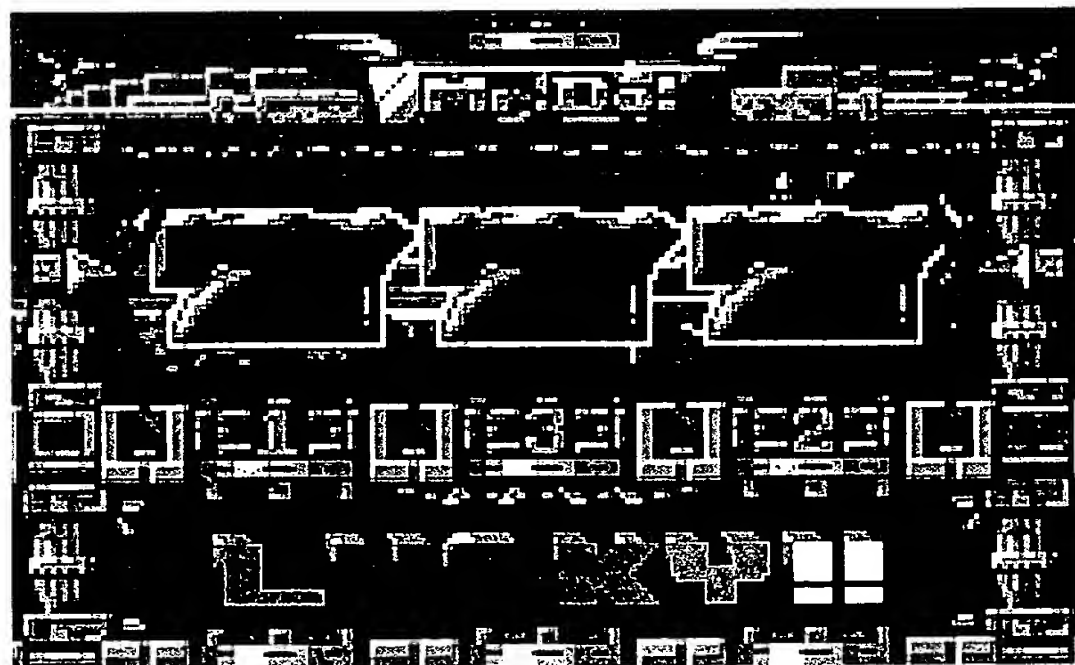


000221 4900460 09740064 122000

FIG. 107



FIG. 108



000227" 4900460

FIG. 109

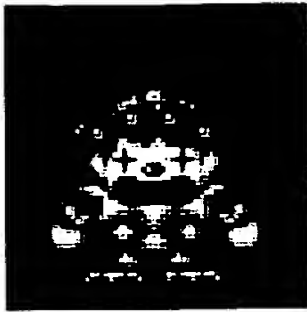


FIG. 110



FIG. 111



FIG. 112

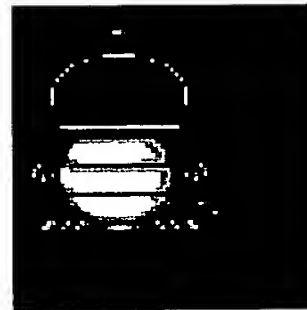


FIG. 113

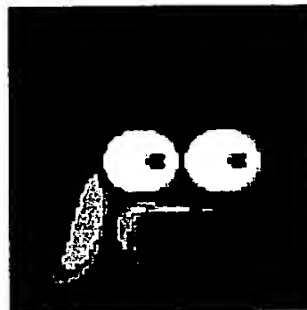


FIG. 114



FIG. 115

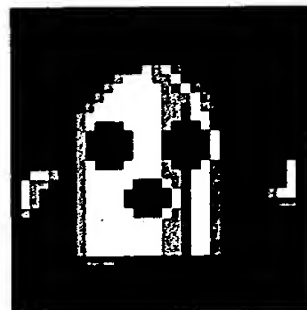


FIG. 116



FIG. 117



09740064.122000



024064-1



024064-1



FIG. 120

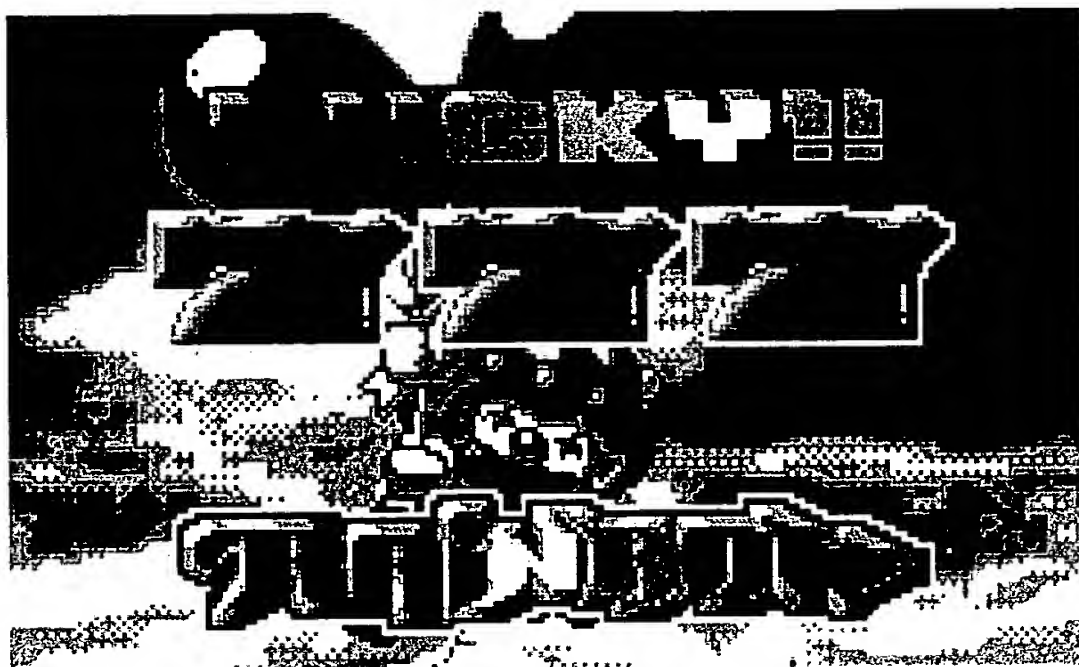


FIG. 121



00022T " 49004Z60

FIG. 122



FIG. 123



FIG. 124



FIG. 125



00022T\*49004260

FIG. 126

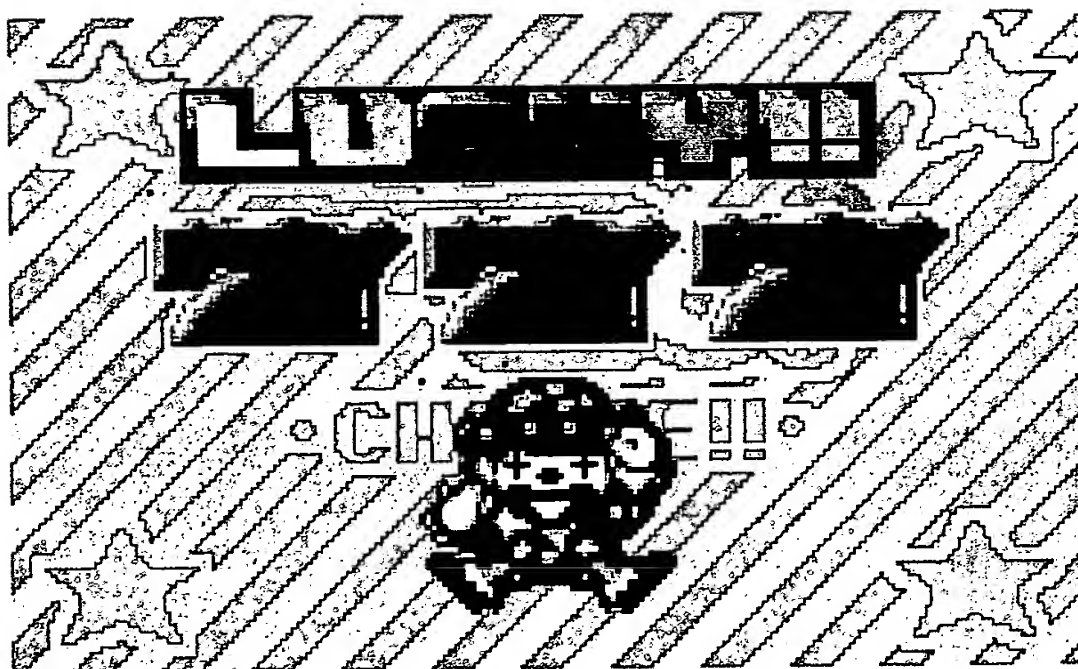


FIG. 127

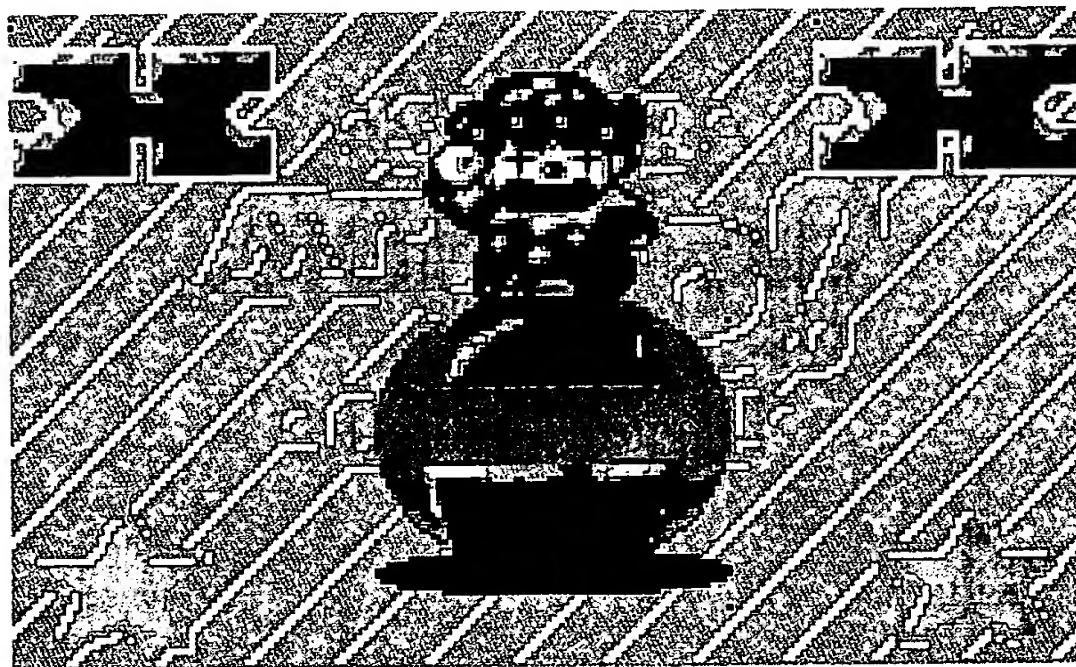


FIG. 128

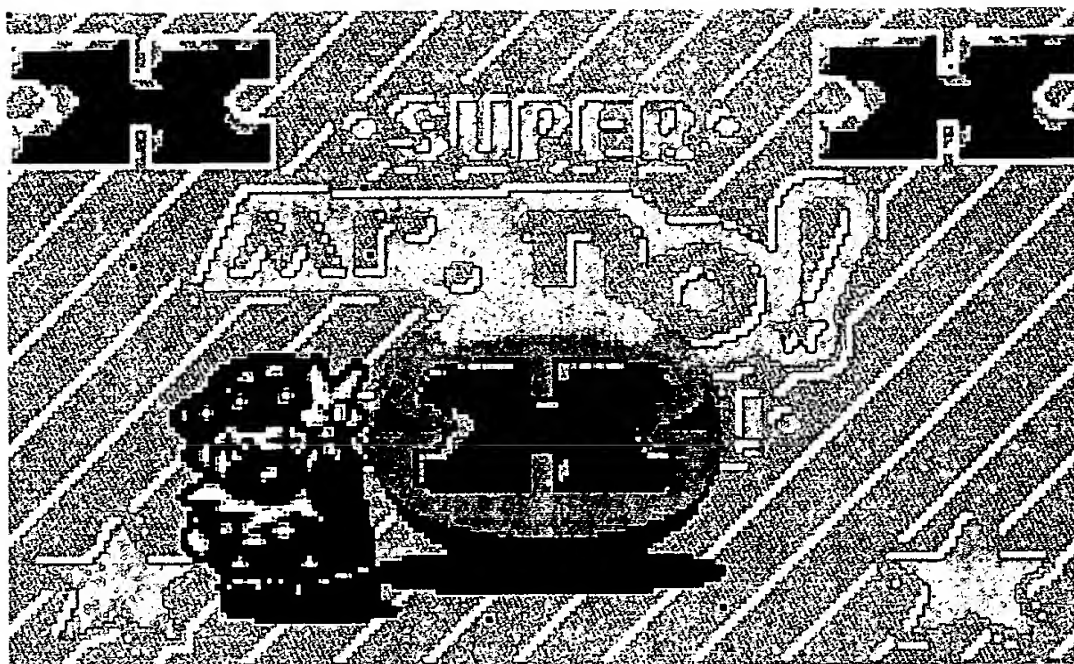


FIG. 129

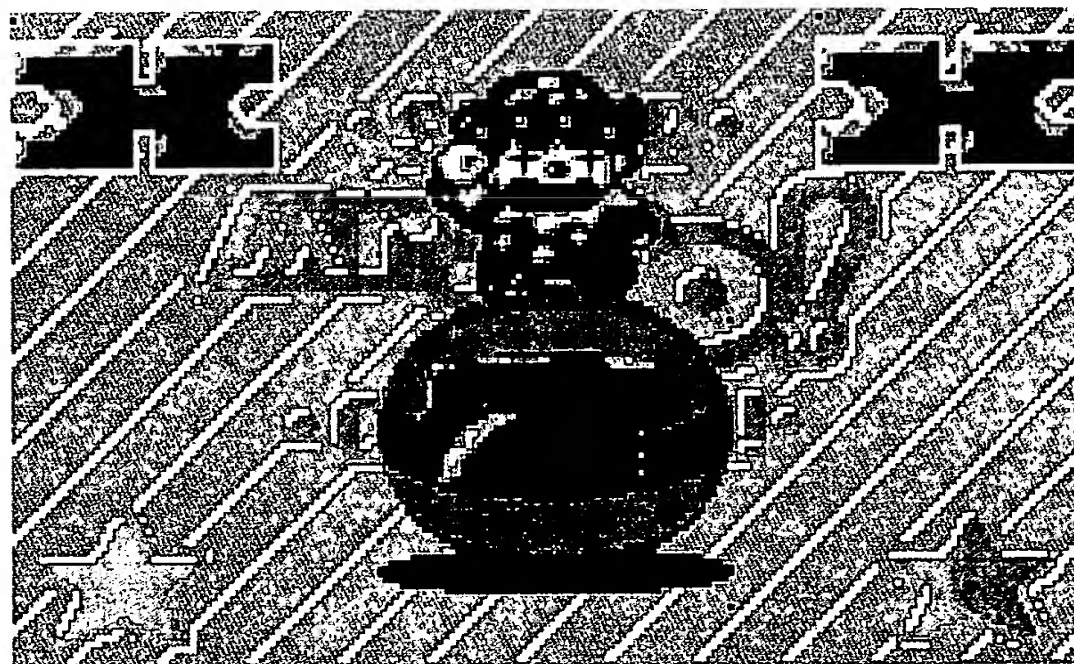




FIG. 130

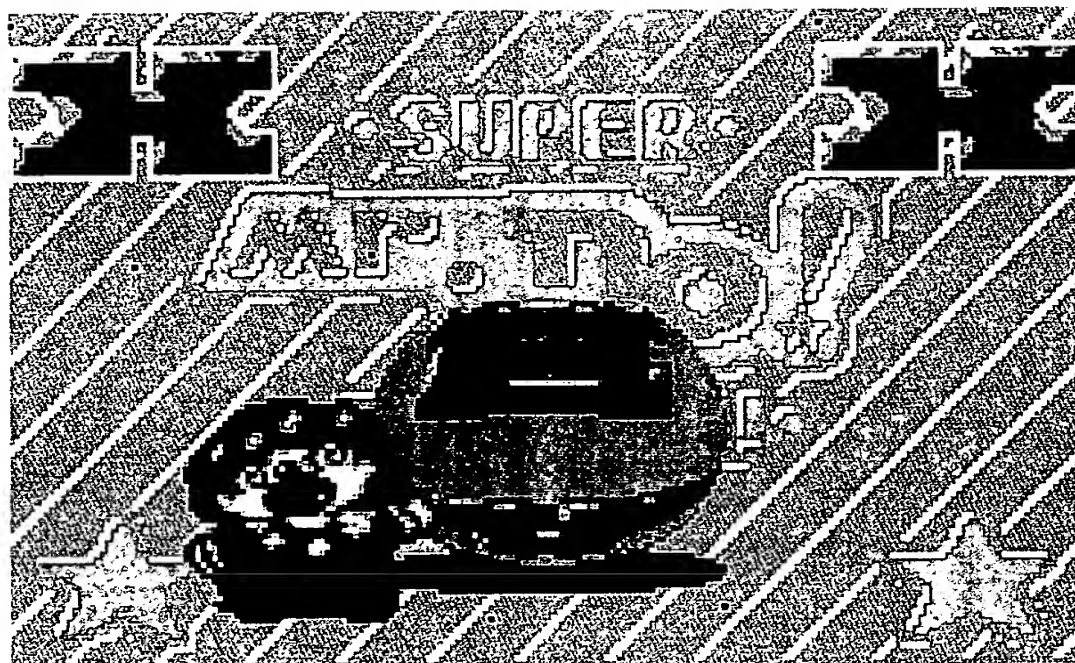


FIG. 131

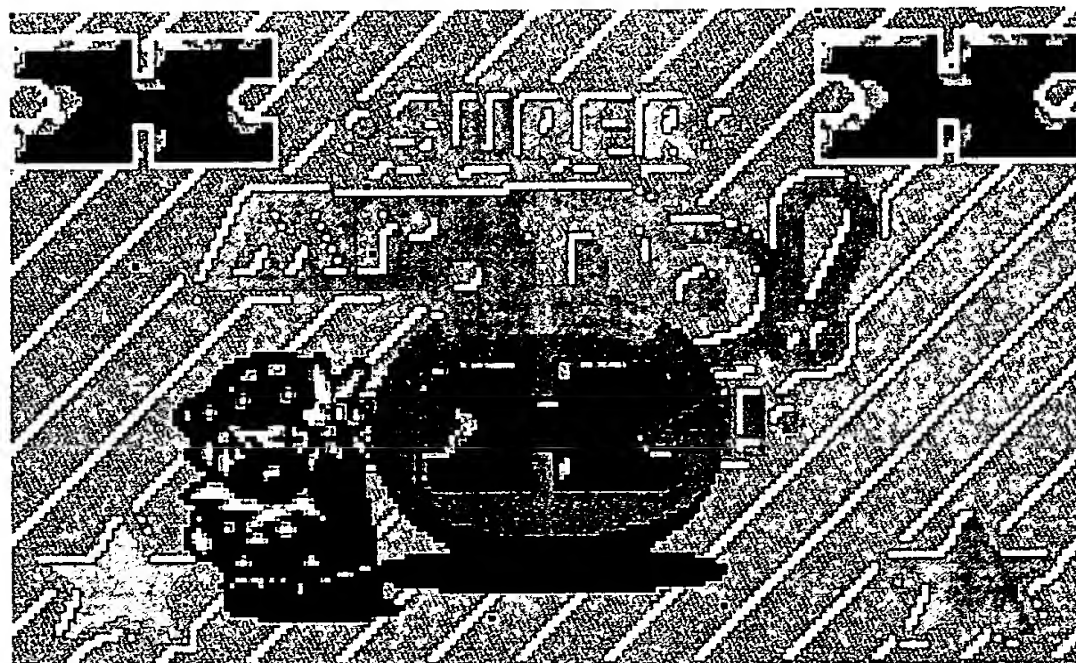
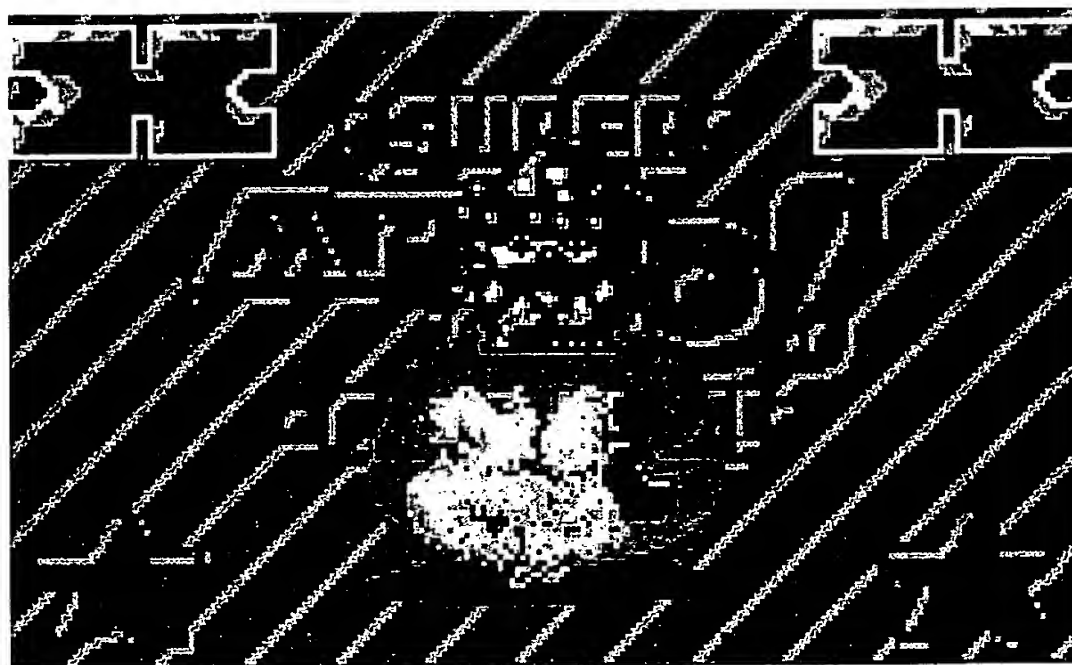


FIG. 132



FIG. 133



09740064.122000



FIG. 134



FIG. 135



000221" 49004260

FIG. 136



FIG. 137



09740064 " 122000

FIG. 138

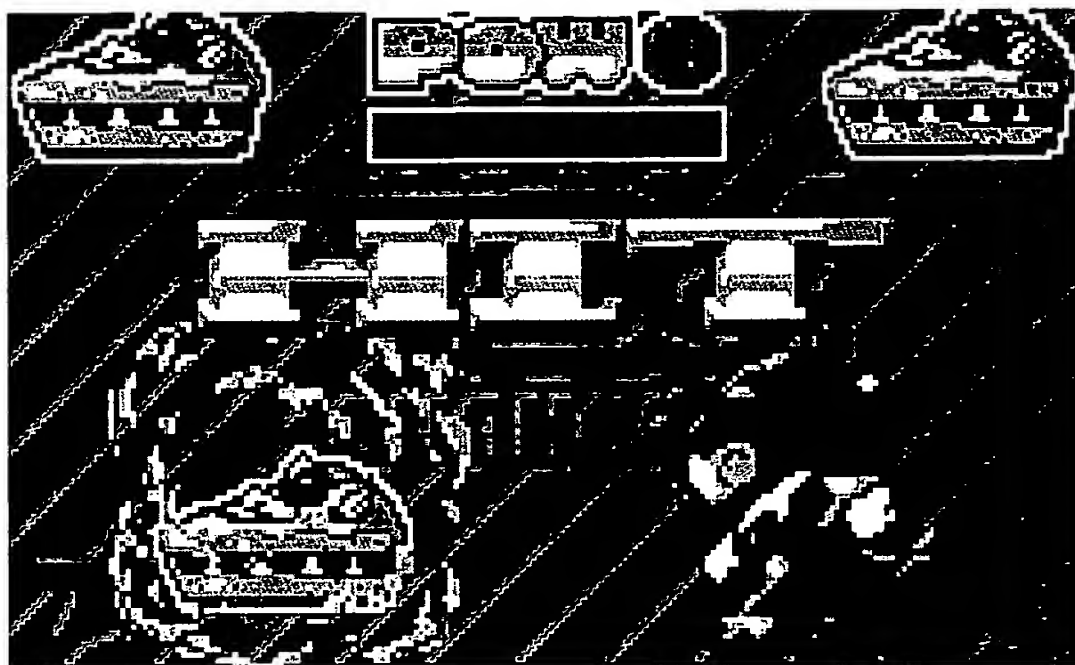


FIG. 139

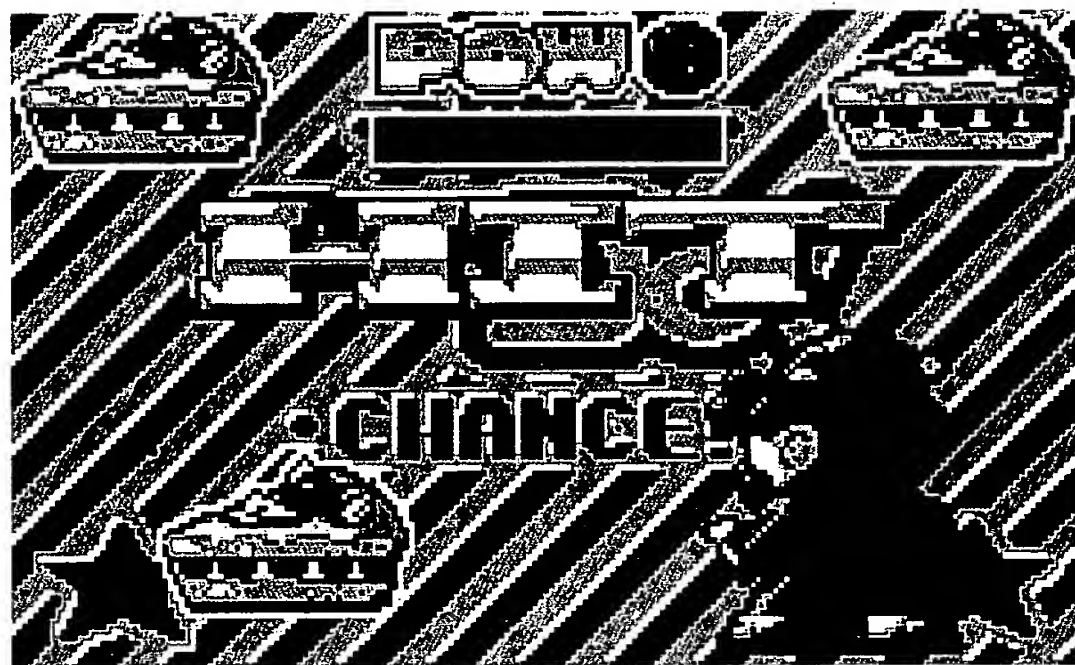


09740064-122000

FIG. 140



FIG. 141



00022T" 19004/60

FIG. 142



FIG. 143



00022T"1900h260

FIG. 144



FIG. 145



000227" 49007460

FIG. 146



FIG. 147





FIG. 148

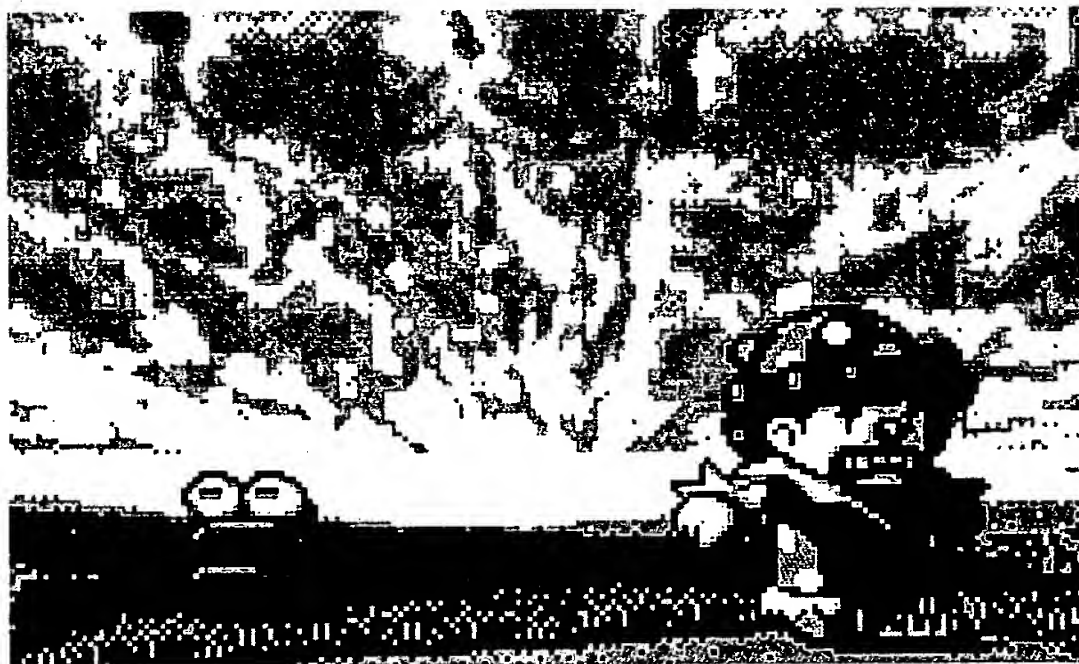


FIG. 149



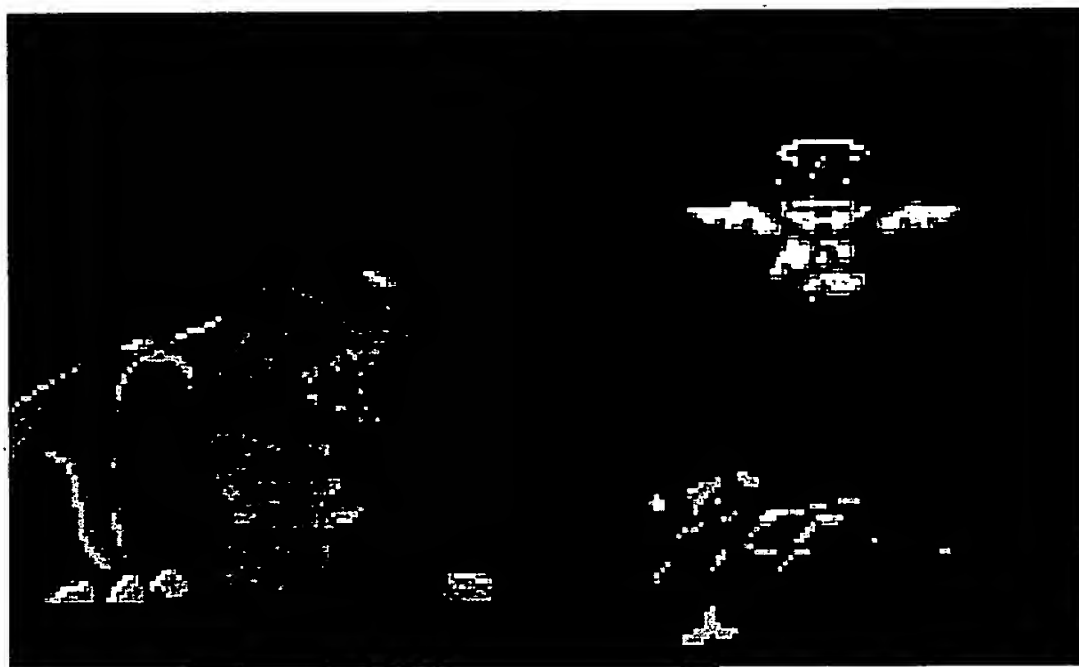
09740064-122000



FIG. 150



FIG. 151



00022T" 49004260

FIG. 152

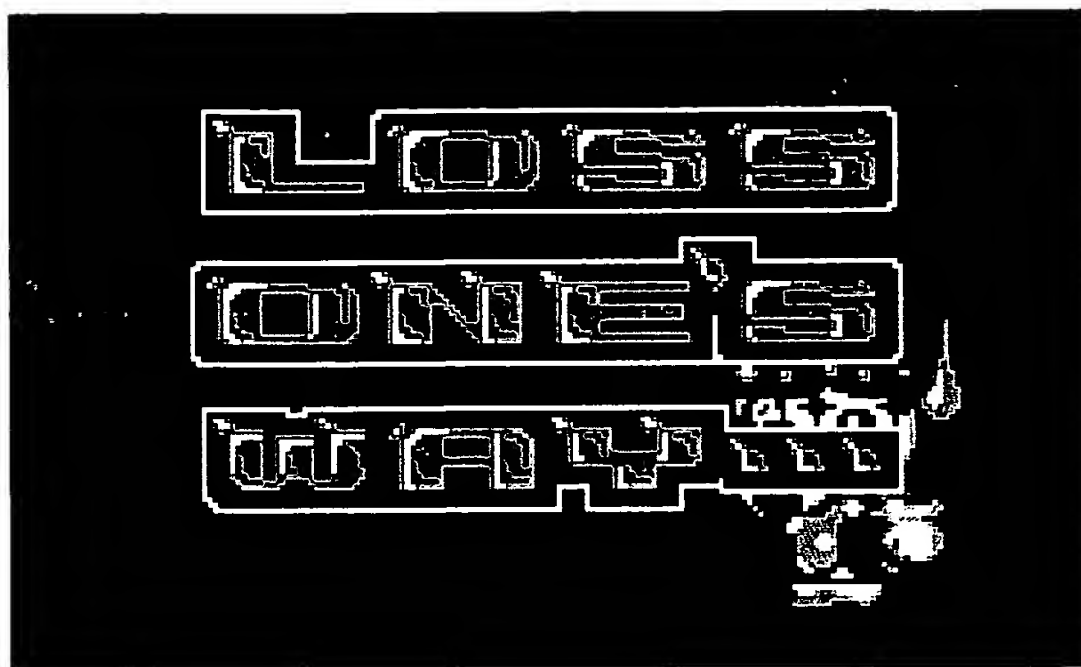
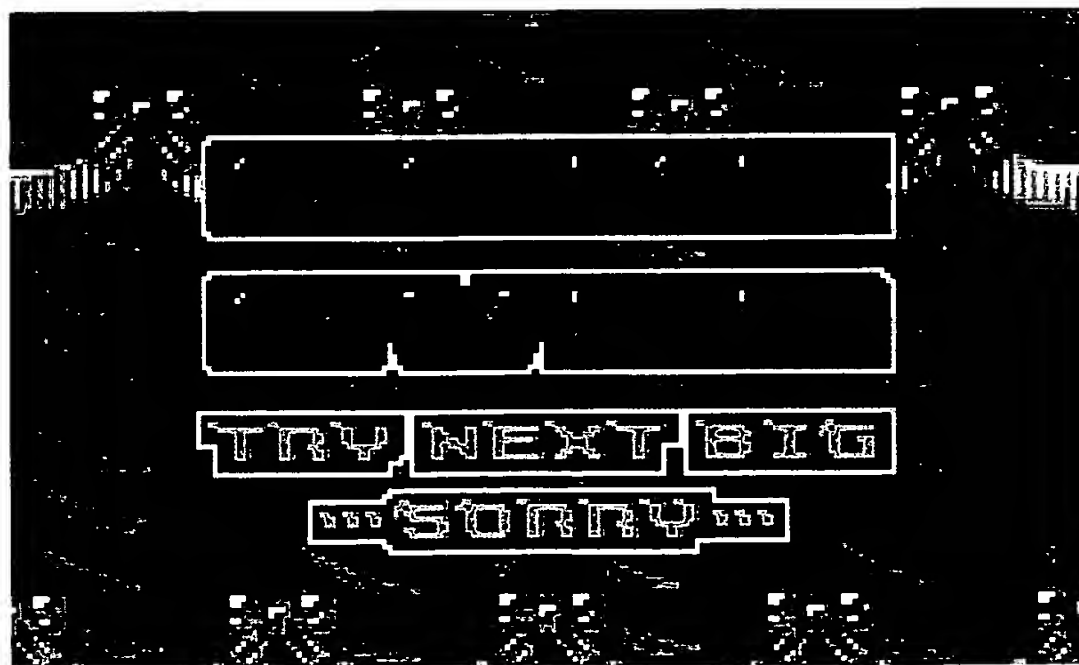


FIG. 153



00022T" 49004760

FIG. 154

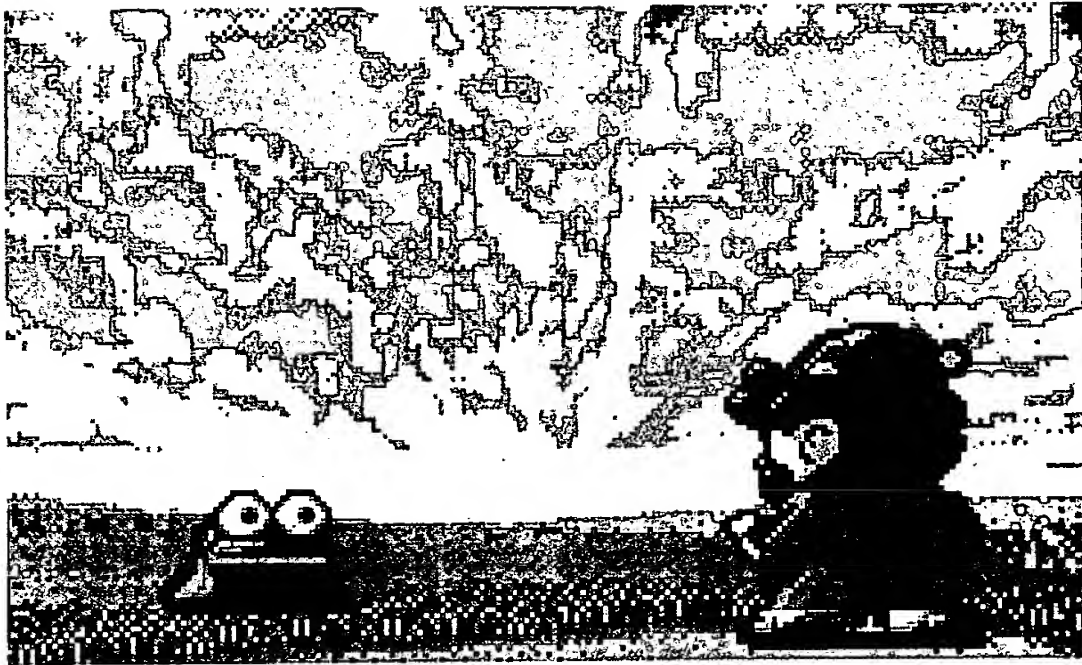
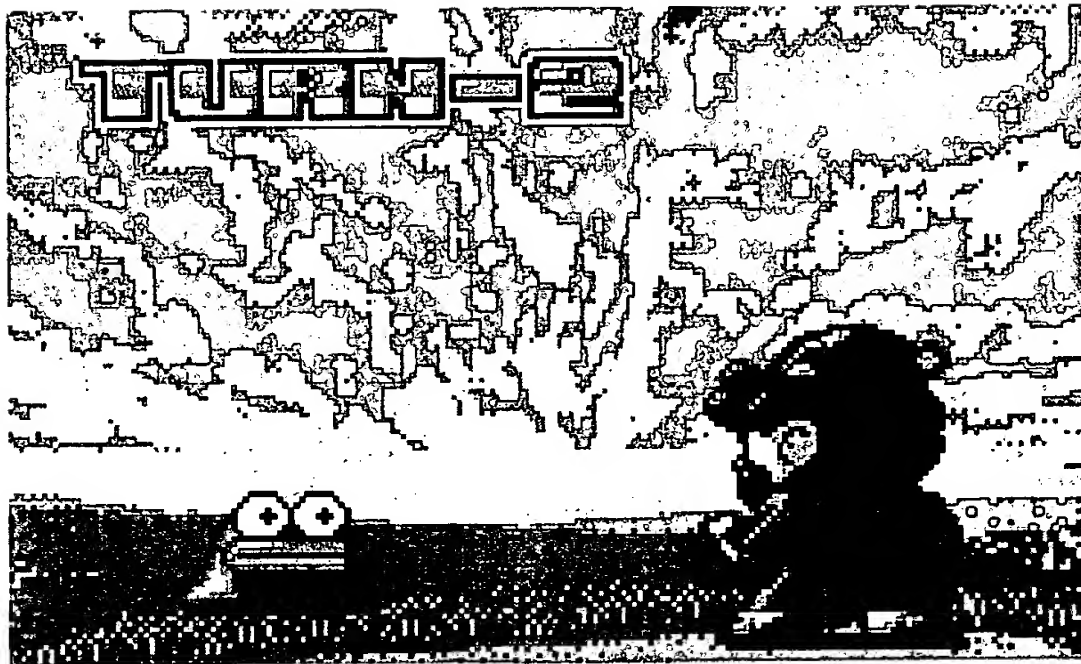


FIG. 155



09740064, 122000

FIG. 156

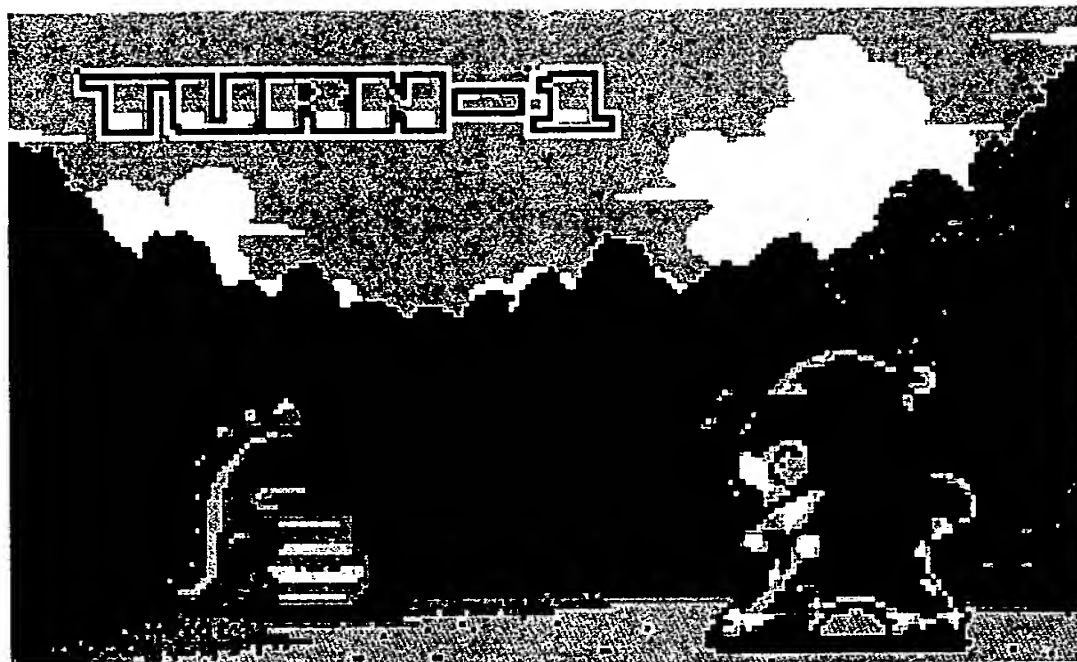


FIG. 157



000227-49004260

FIG. 158



FIG. 159



00022T" 49004260

FIG. 160

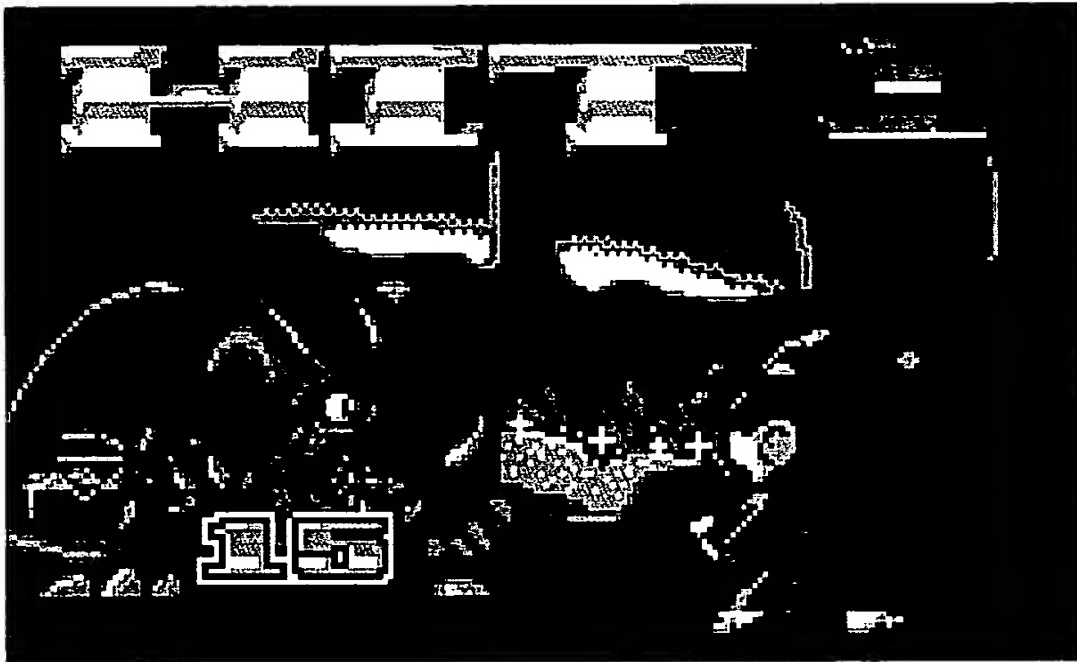
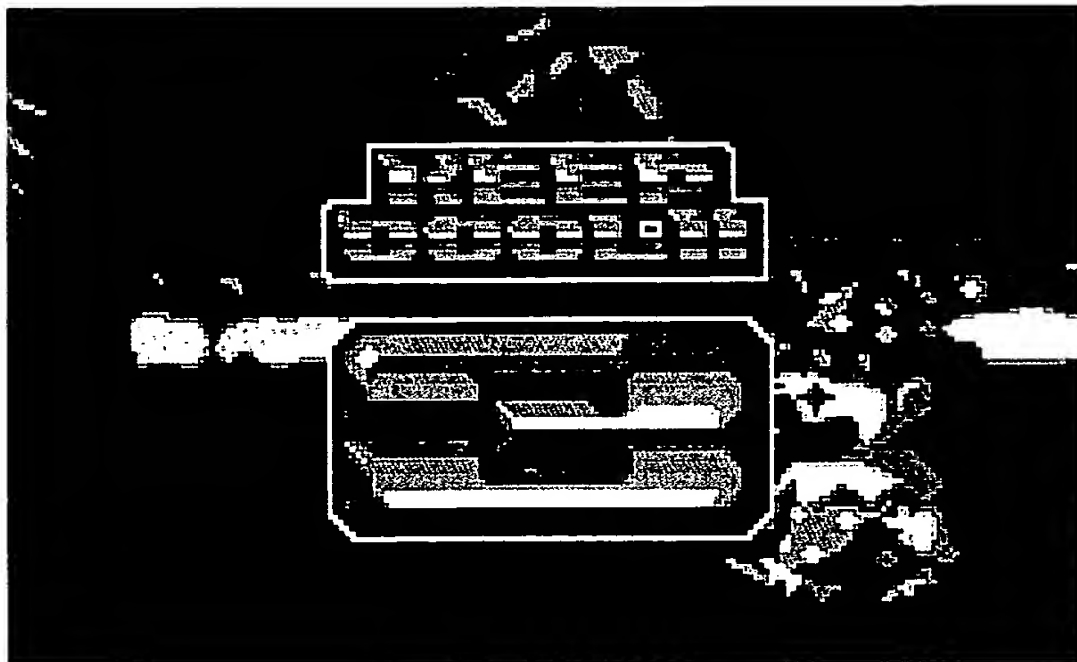
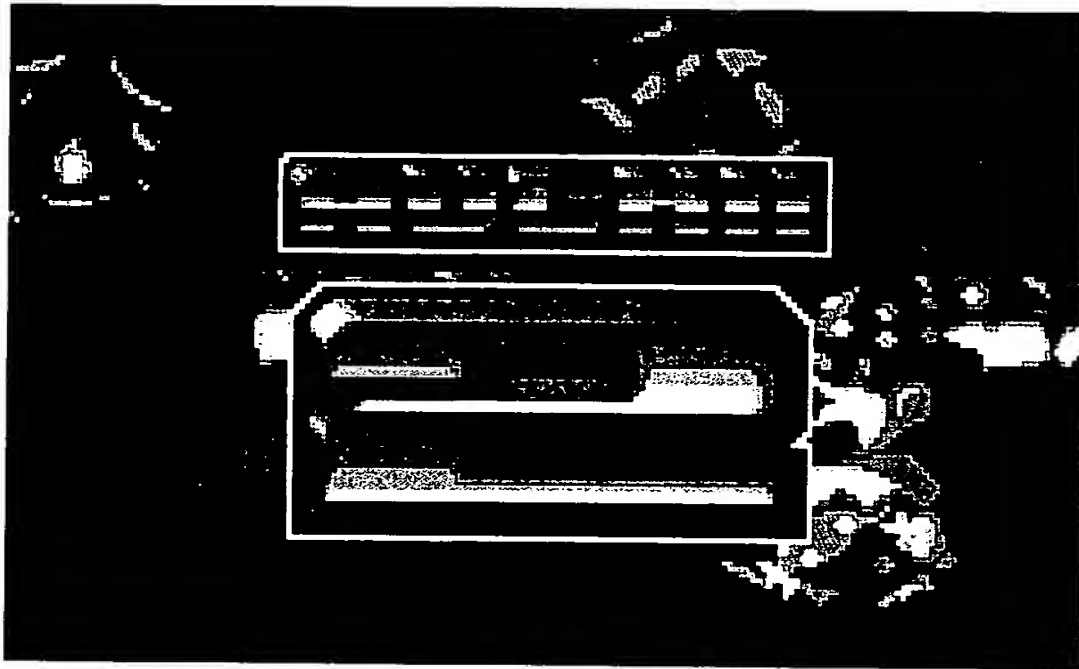


FIG. 161



F I G. 162



F I G. 163

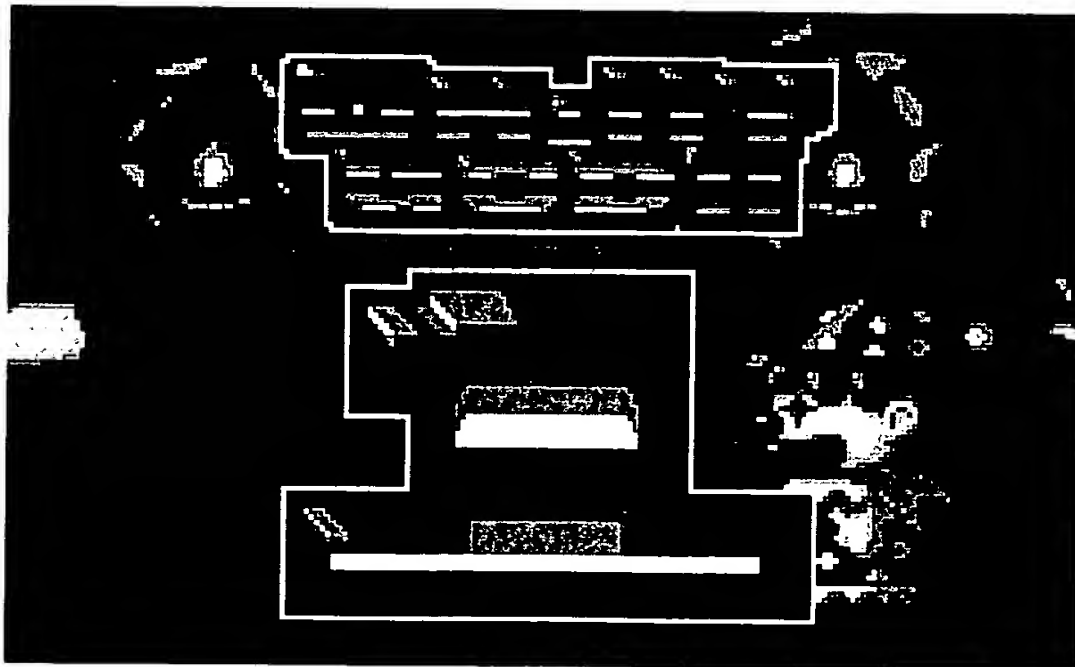






FIG. 166

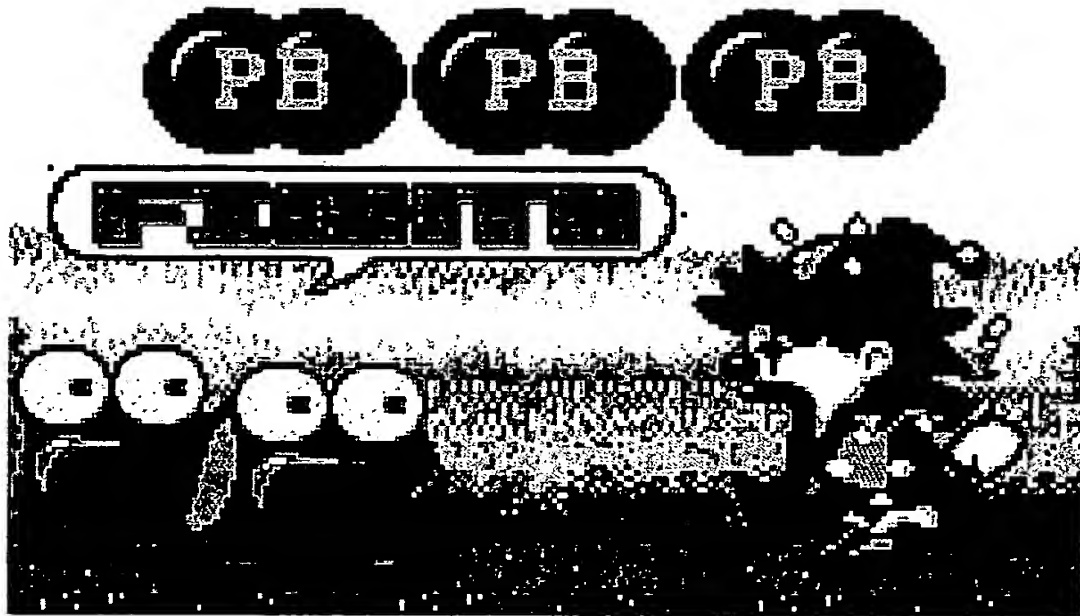


FIG. 167



FIG. 168

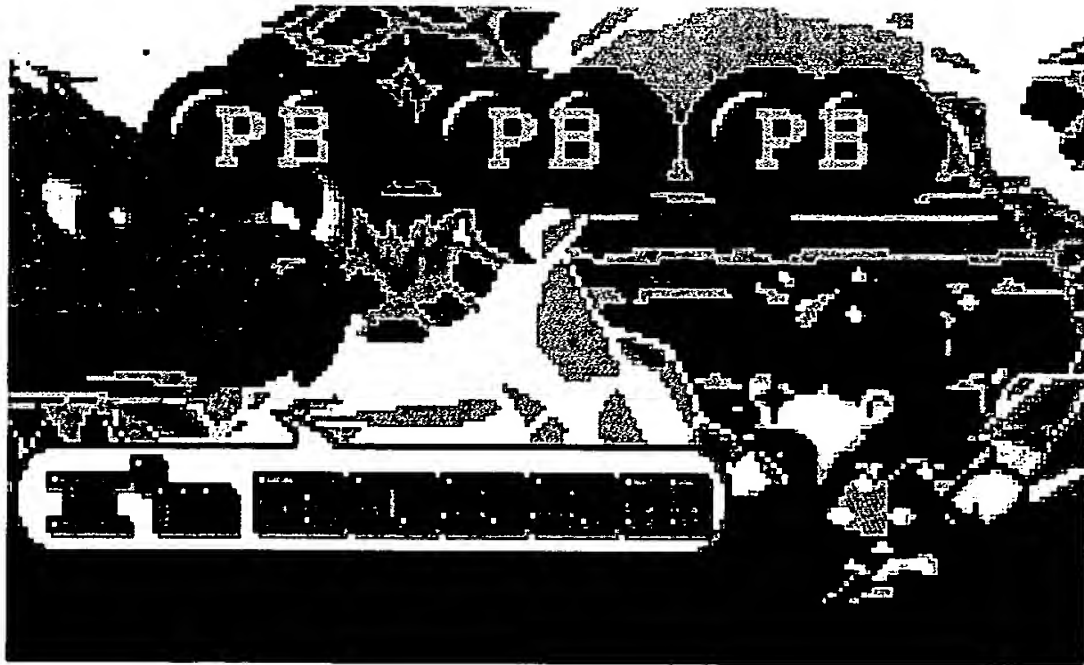


FIG. 169

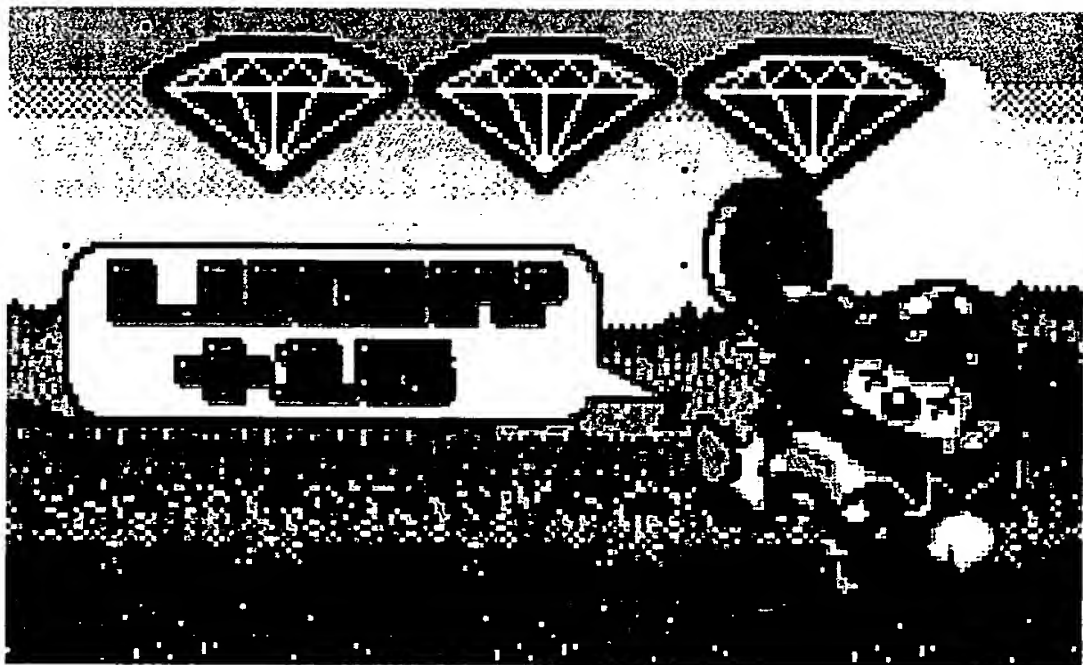


FIG. 170

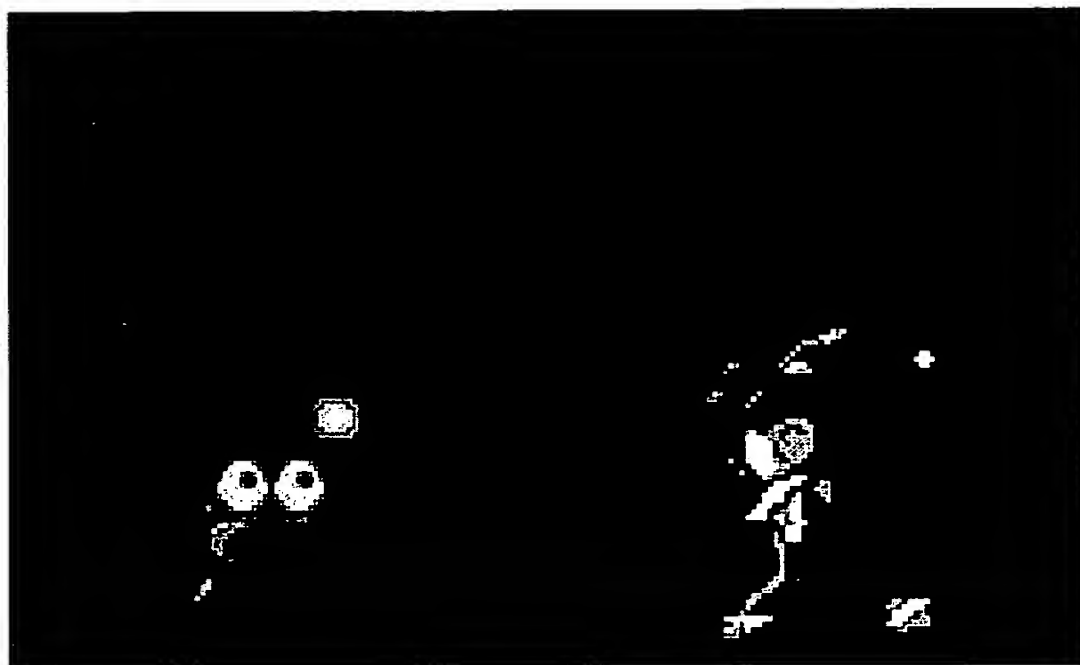


FIG. 171



09740064-122000

FIG. 172



FIG. 173



FIG. 174



FIG. 175



FIG. 176



FIG. 177



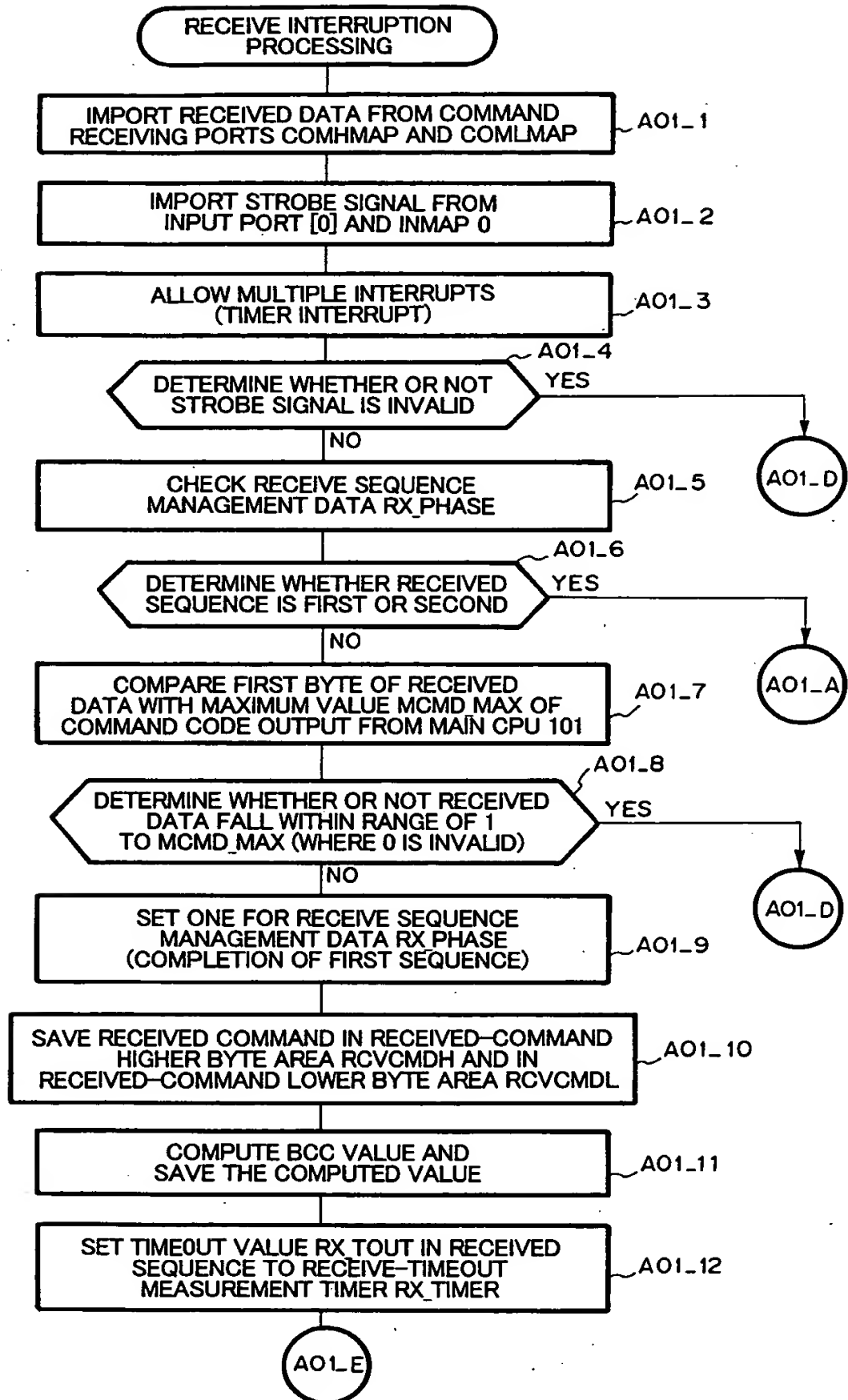
09740064.122000

FIG. 178



000227" 49004260

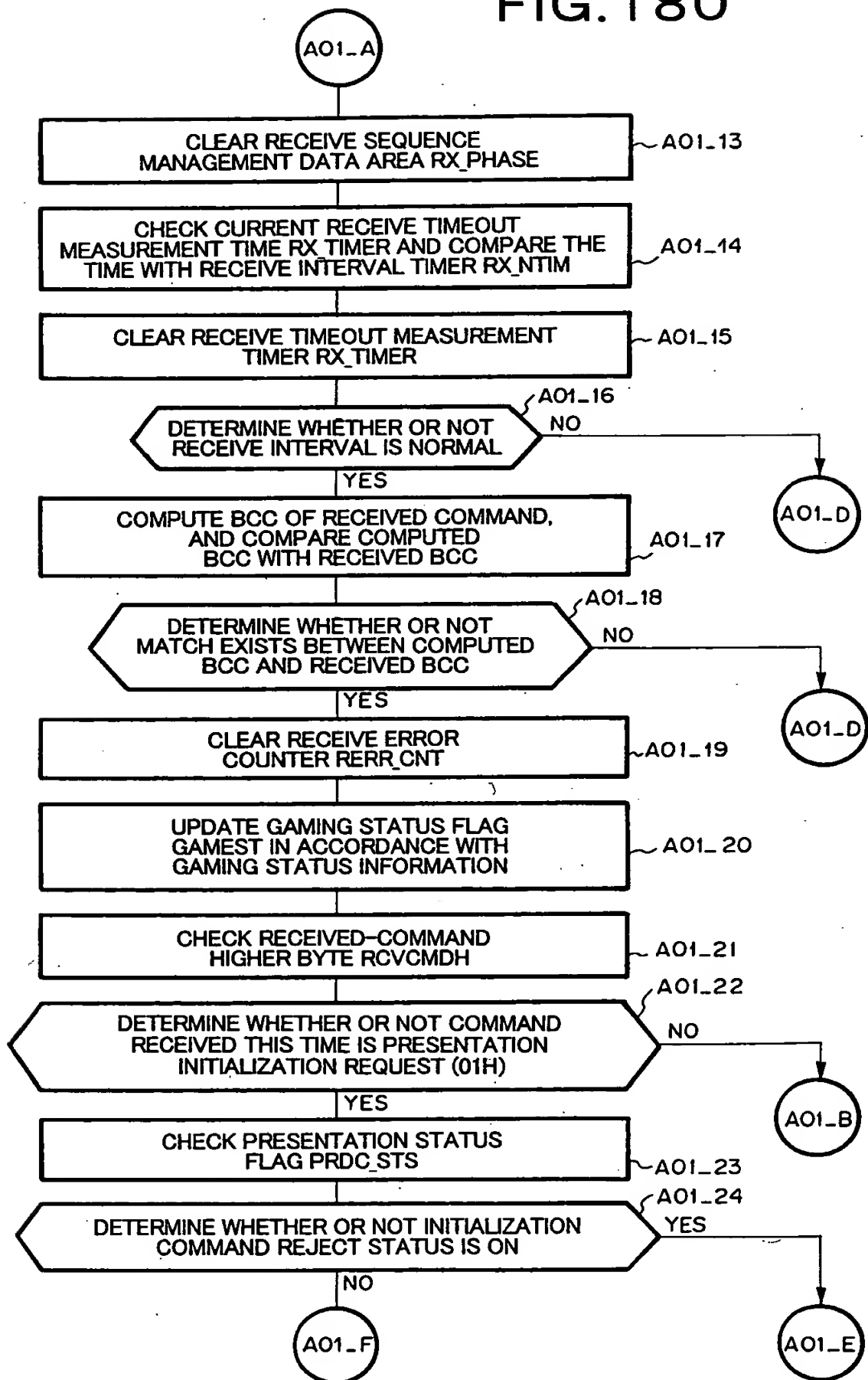
# FIG.179



000221"49007250

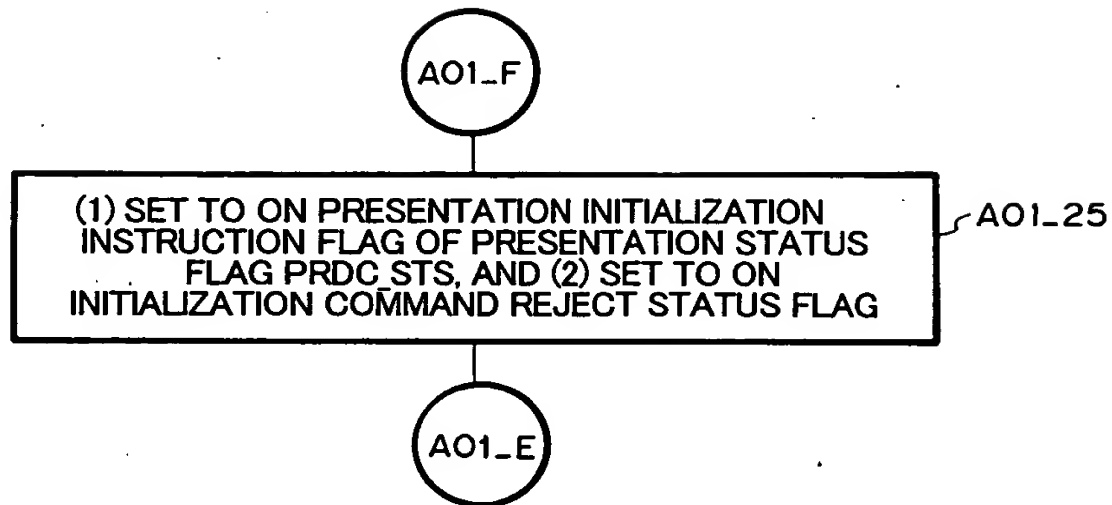


# FIG.180

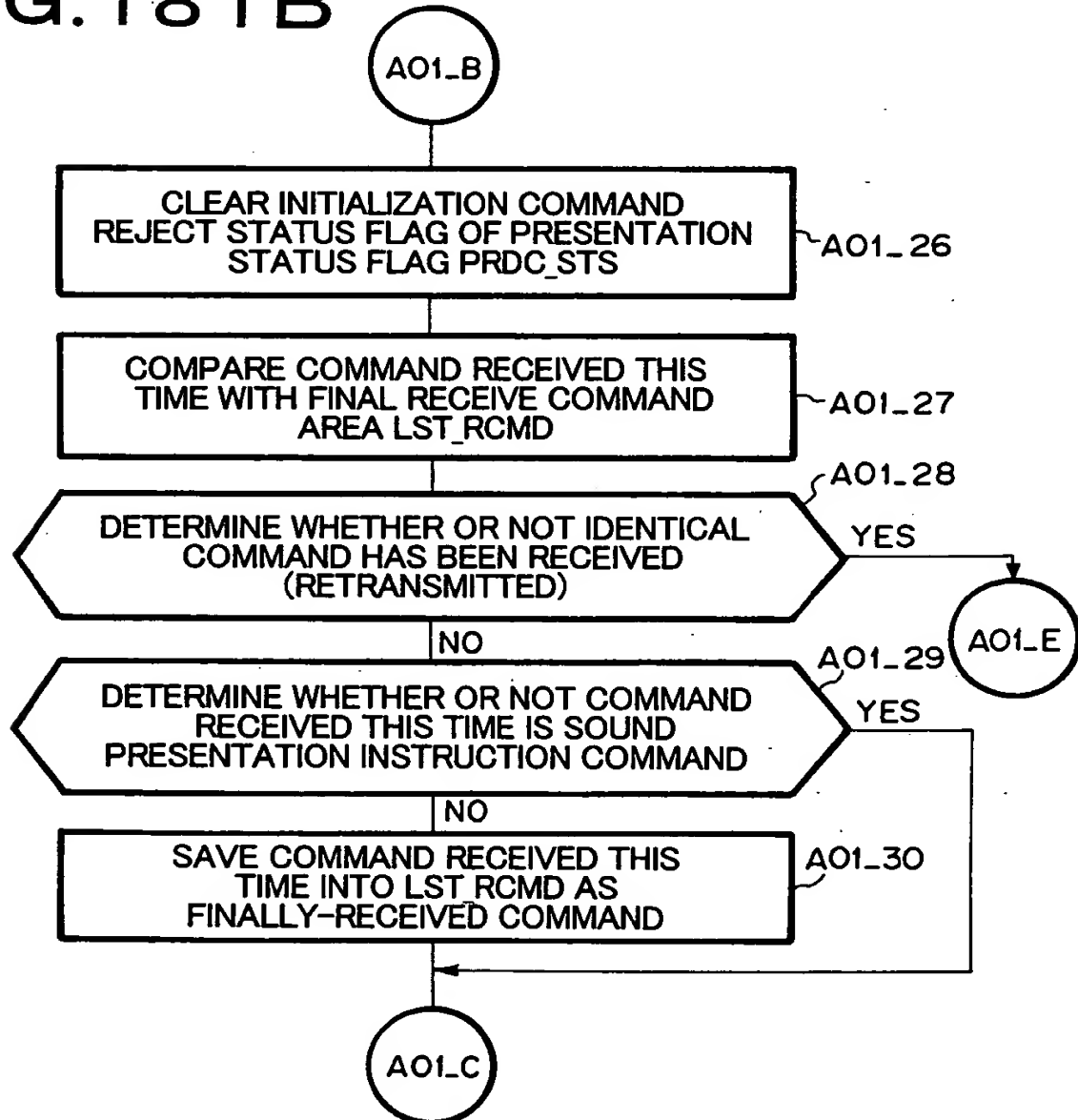


00740064 122000

# FIG.181A

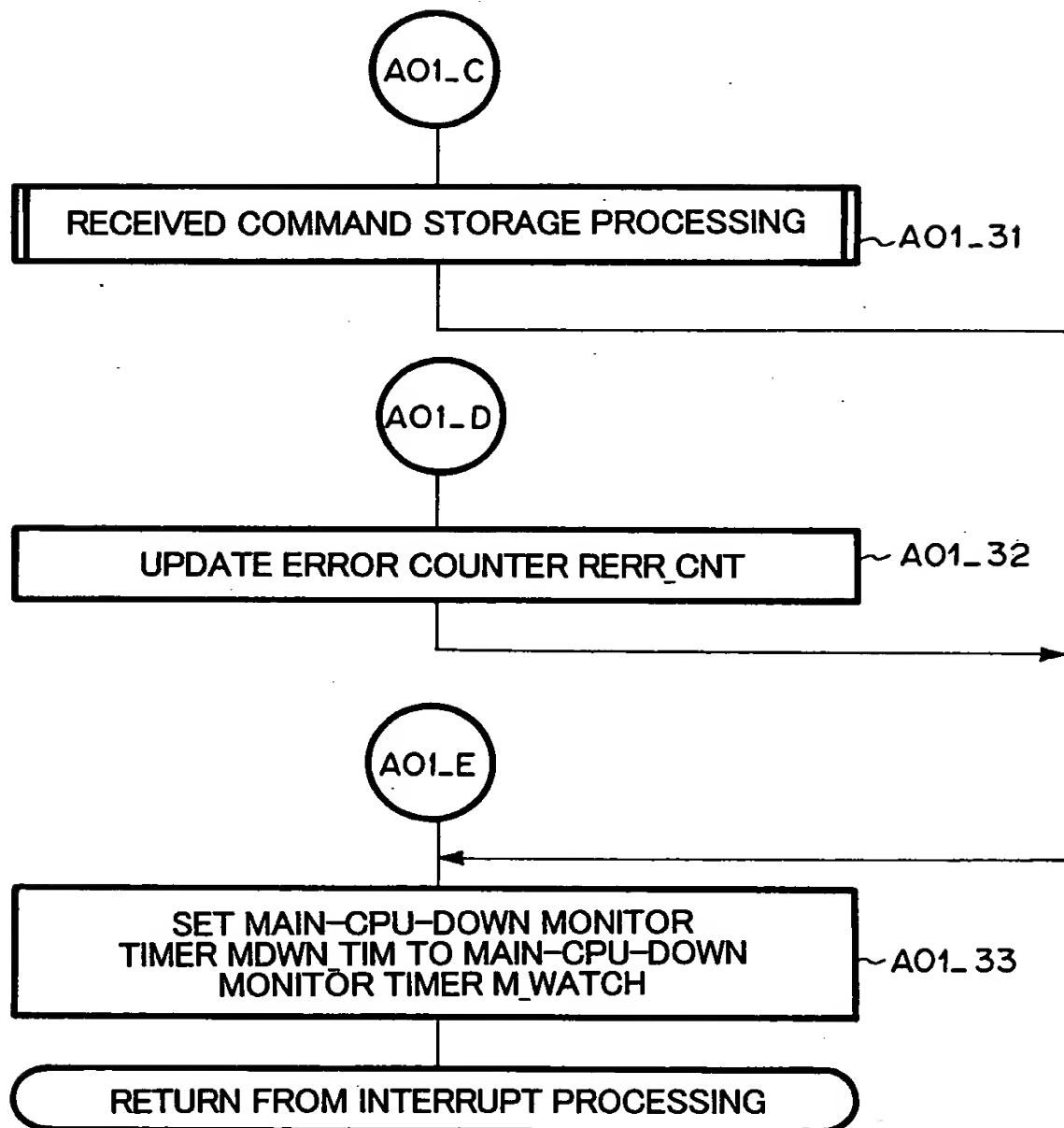


# FIG.181B



09740064 122000

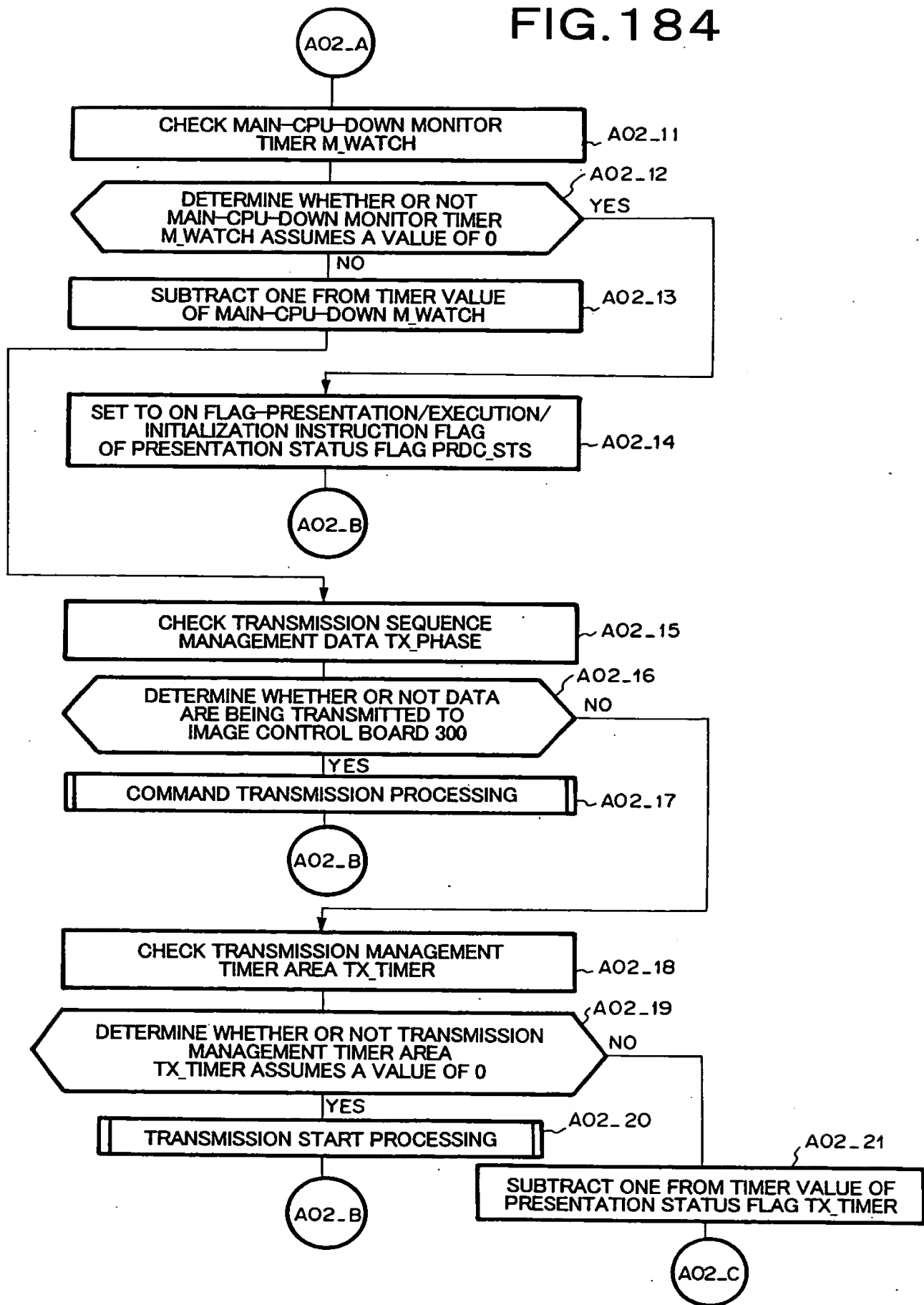
FIG.182



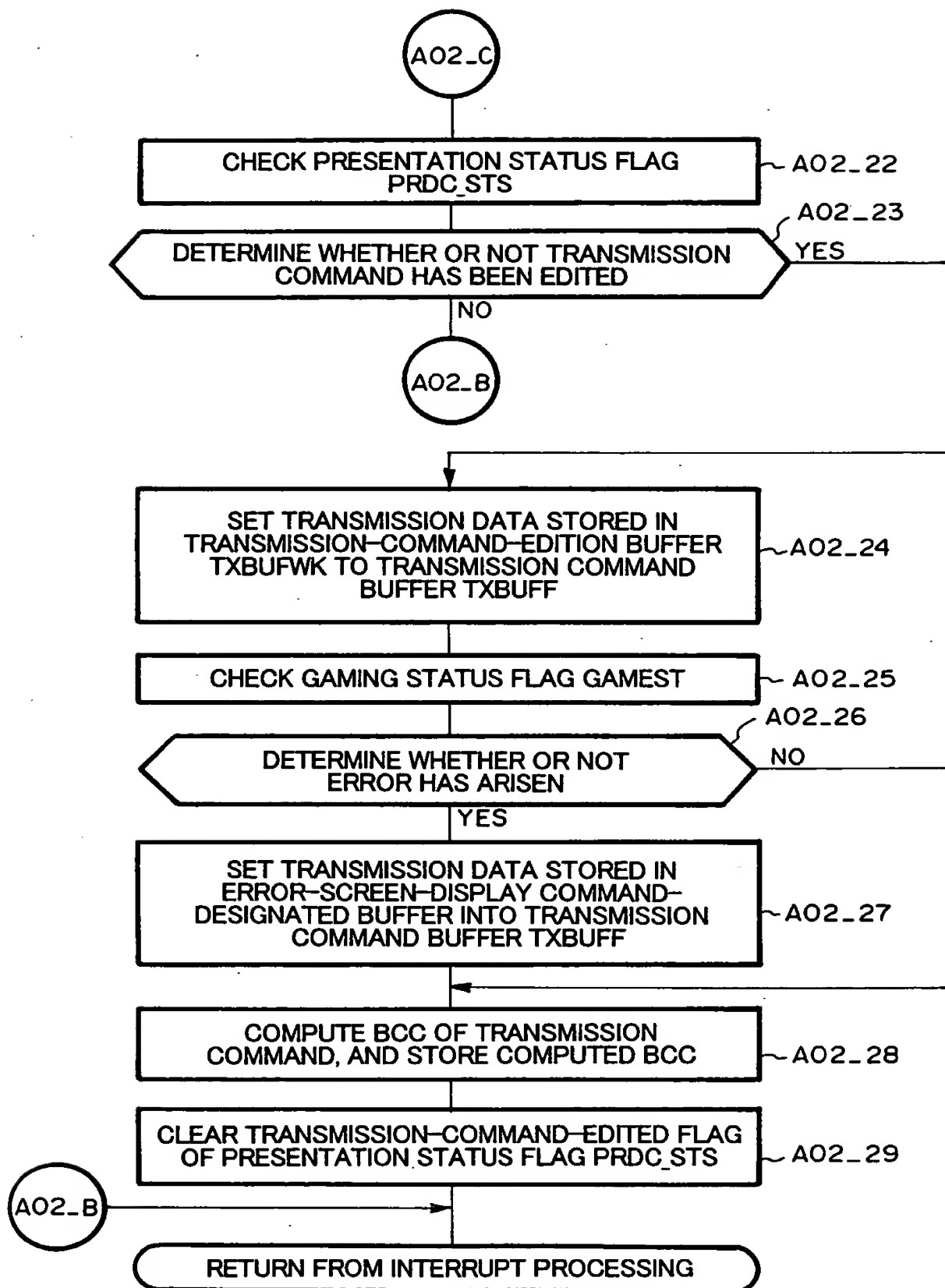
000221" 45004760



FIG. 184

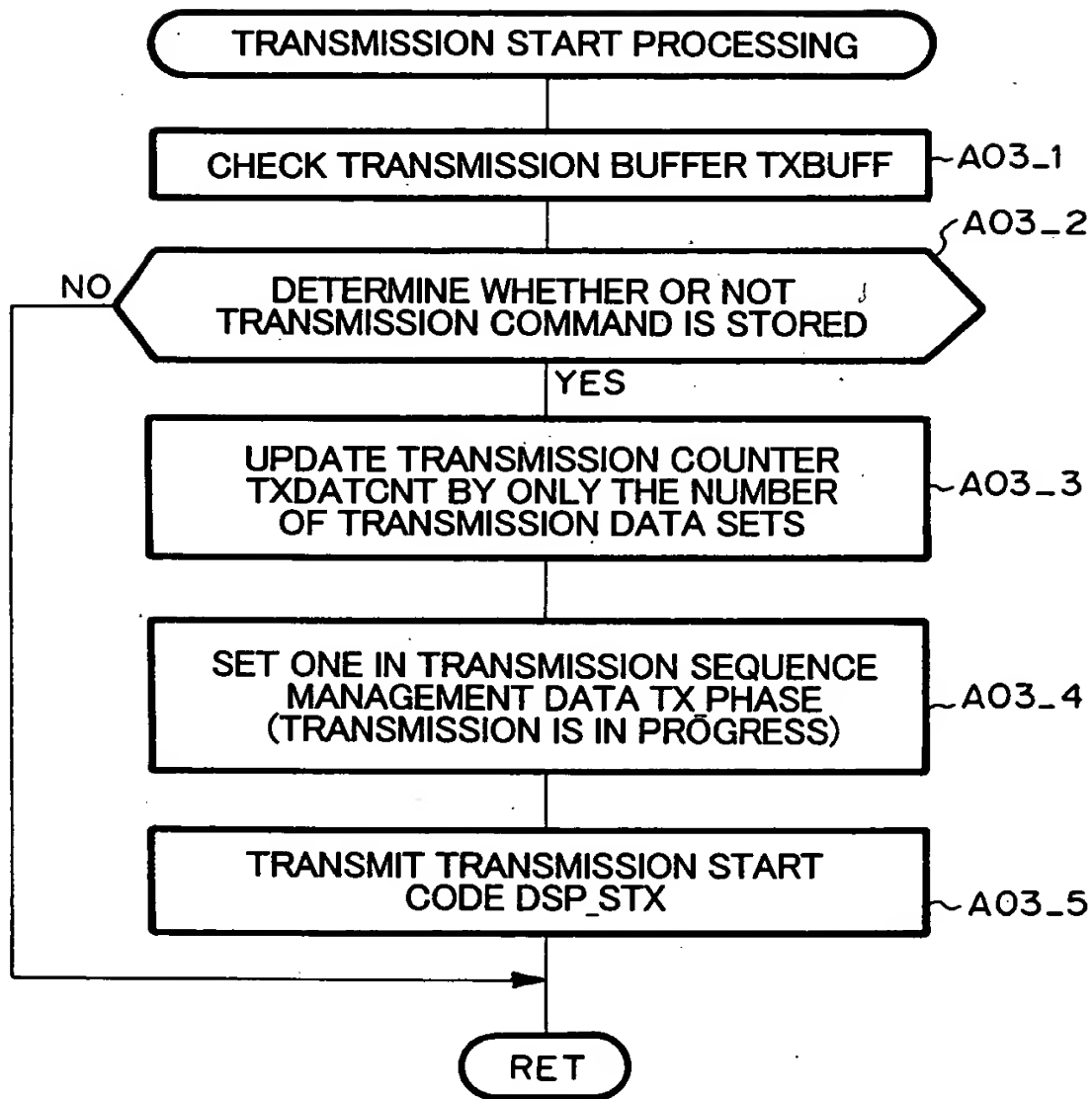


0940064 13 FEB 68



000227" 4900460

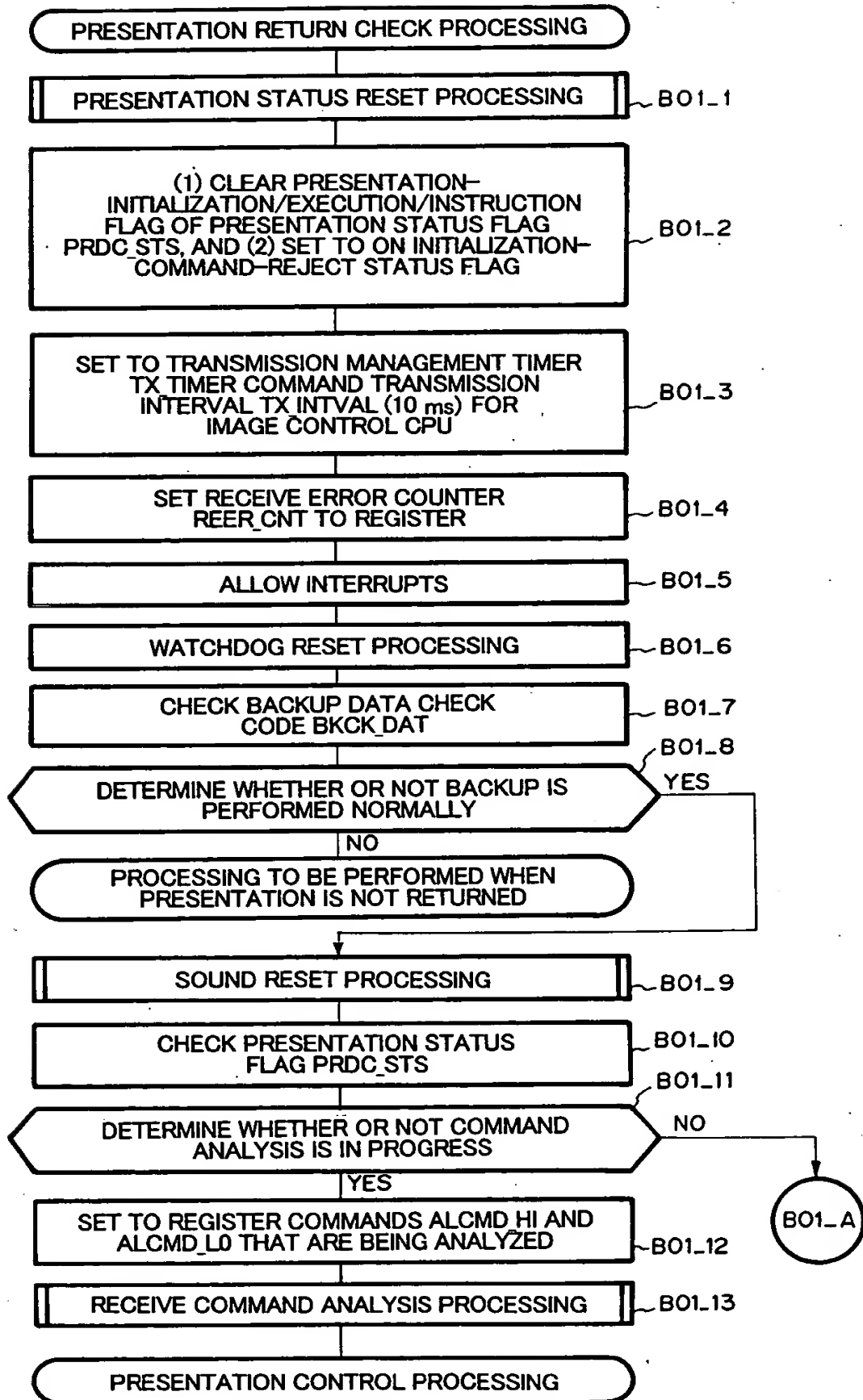
# FIG.186







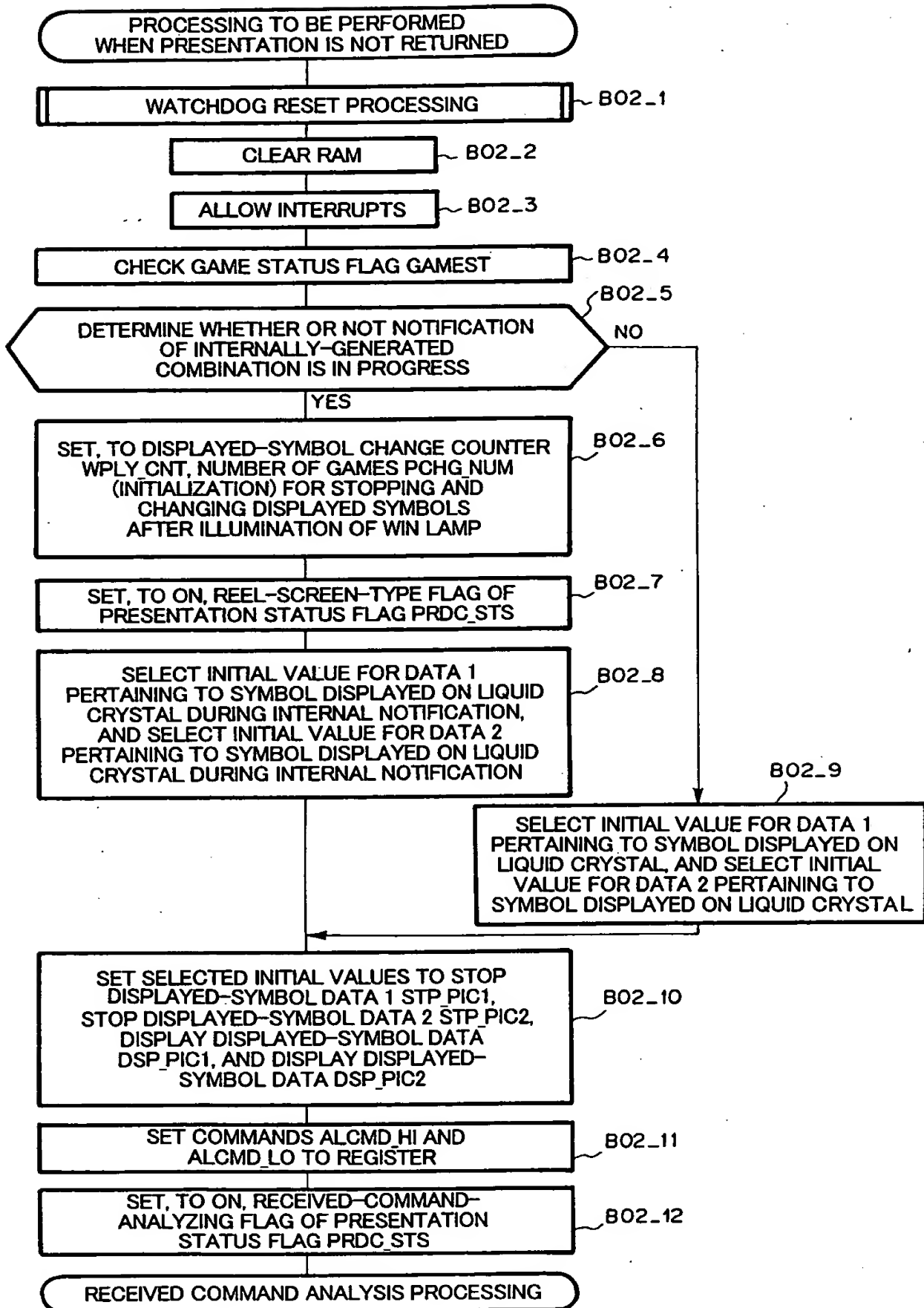
# FIG. 188



000221" 49004260



# FIG.190



09740064.122000



00022T-4900460

FIG.192A

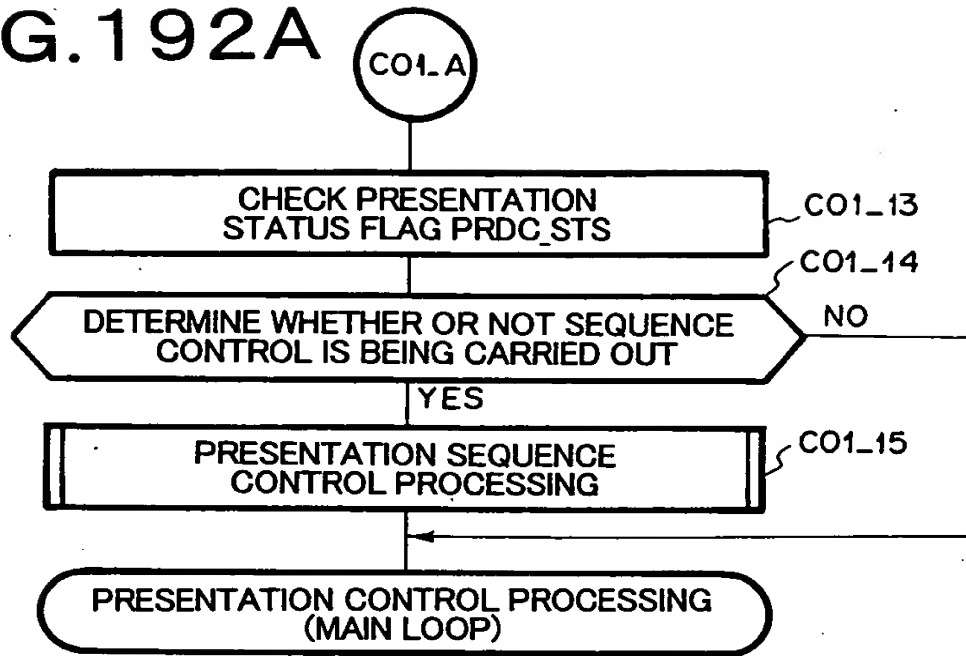


FIG.192B

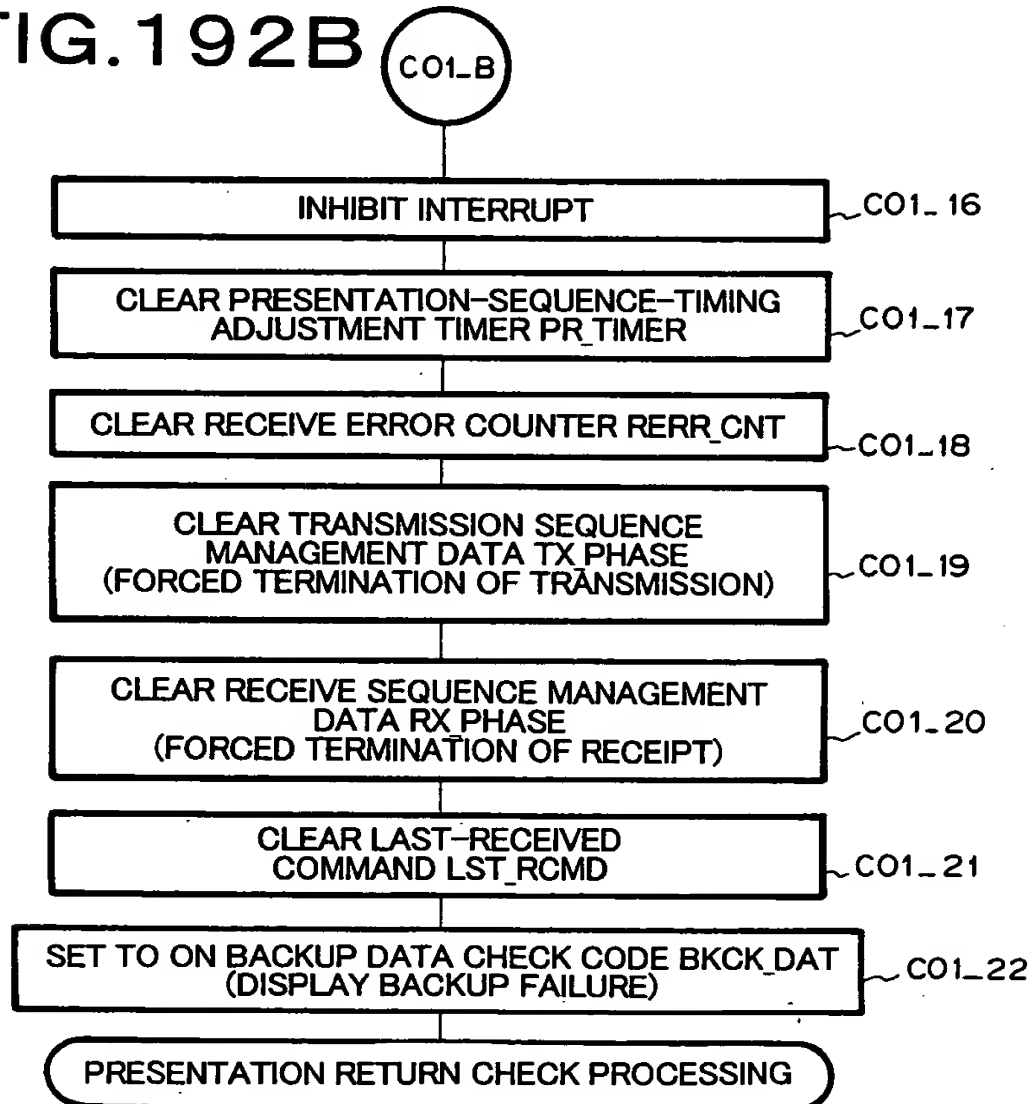
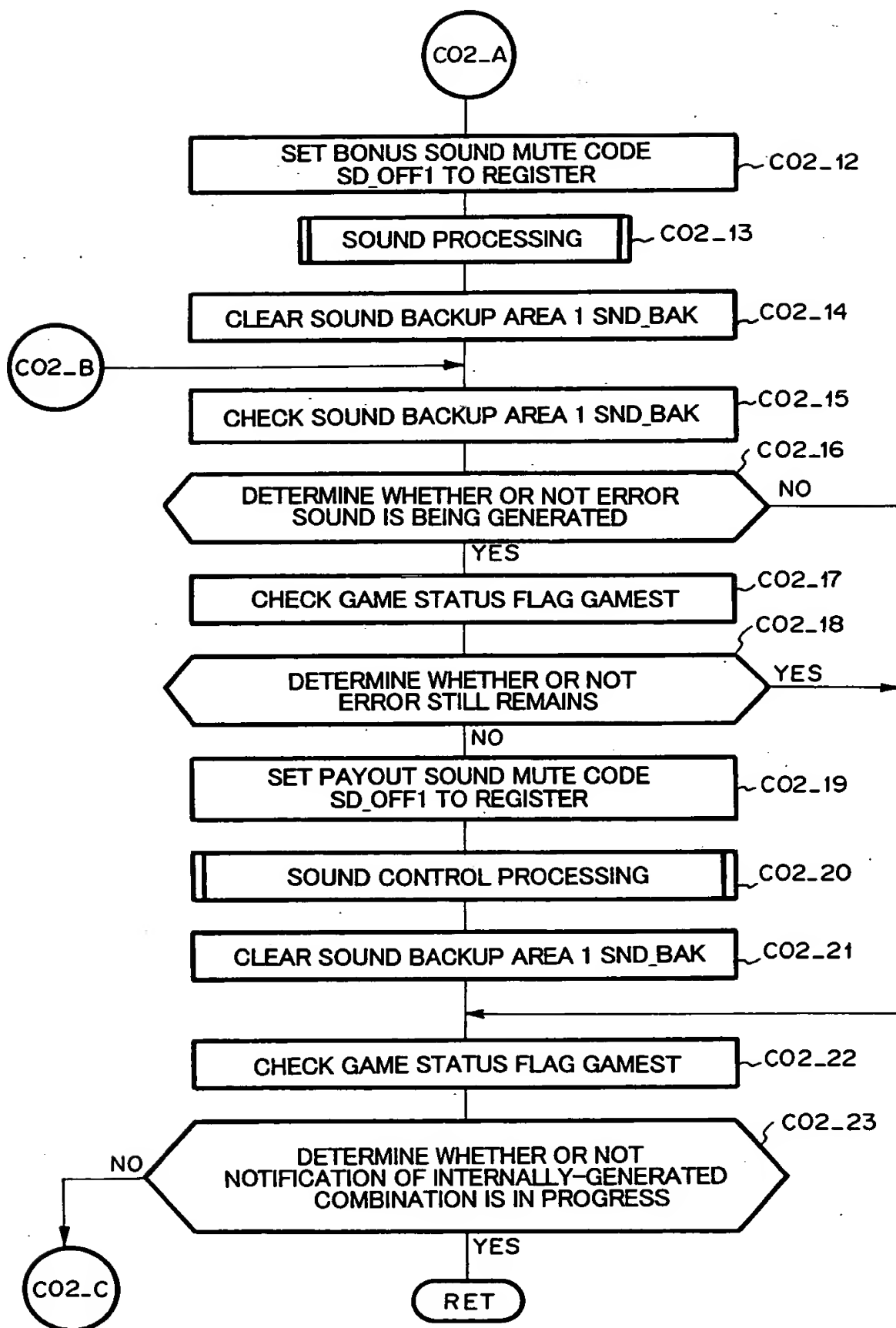


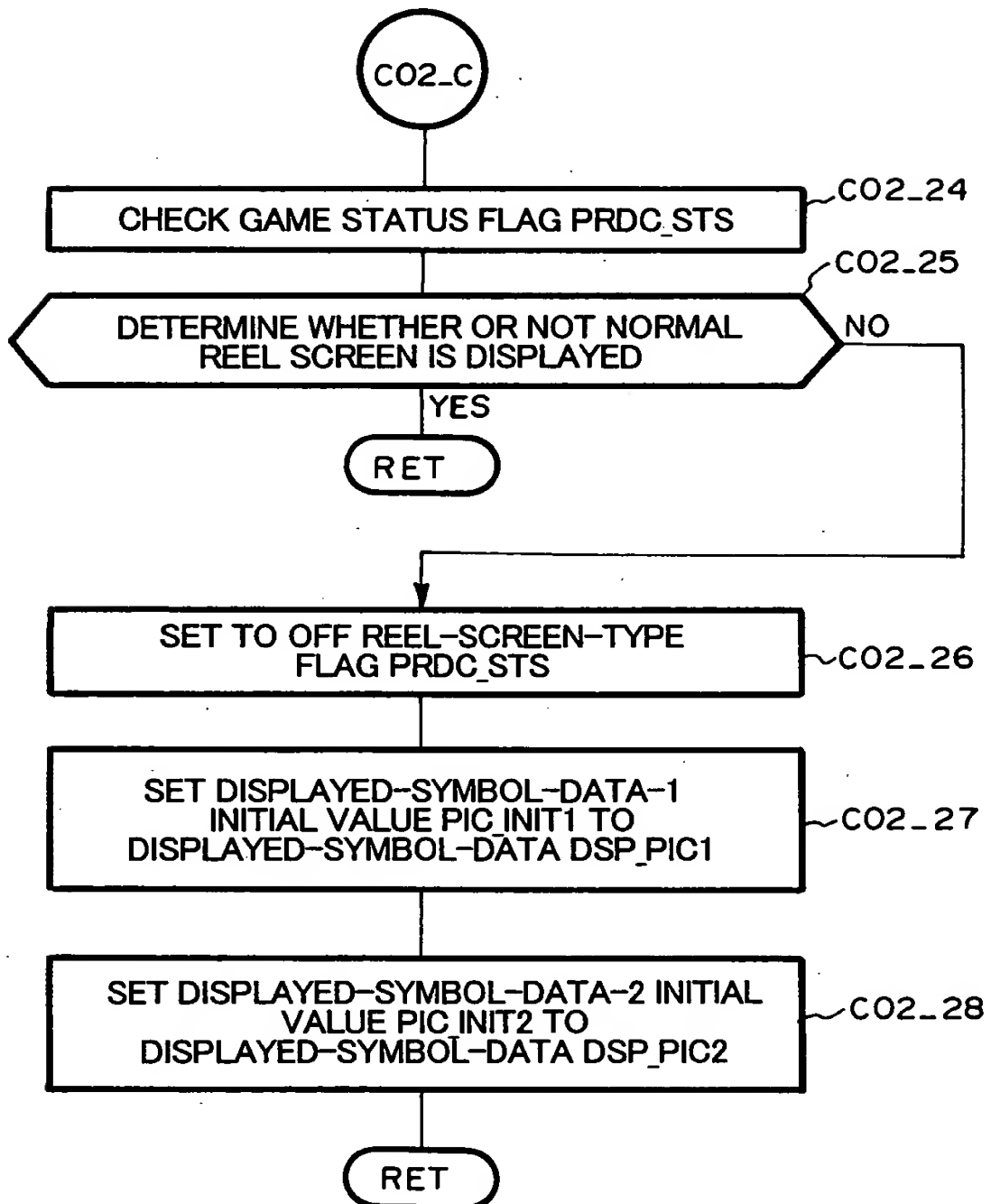


FIG. 194



07-10069-1

FIG.195



000221"19004760

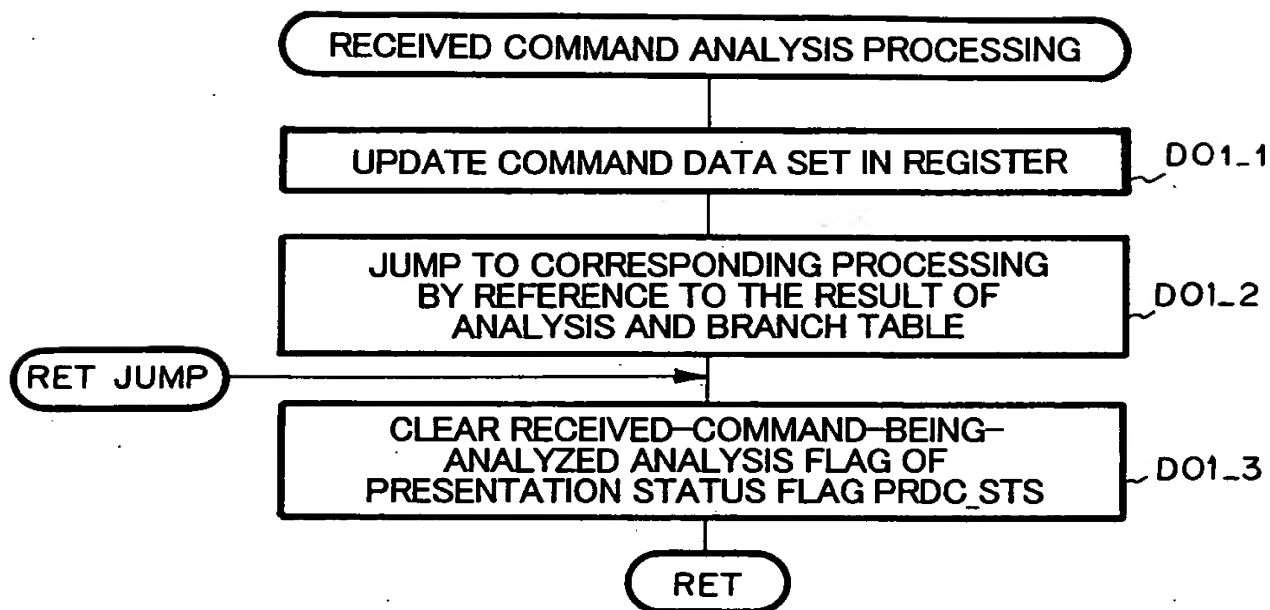




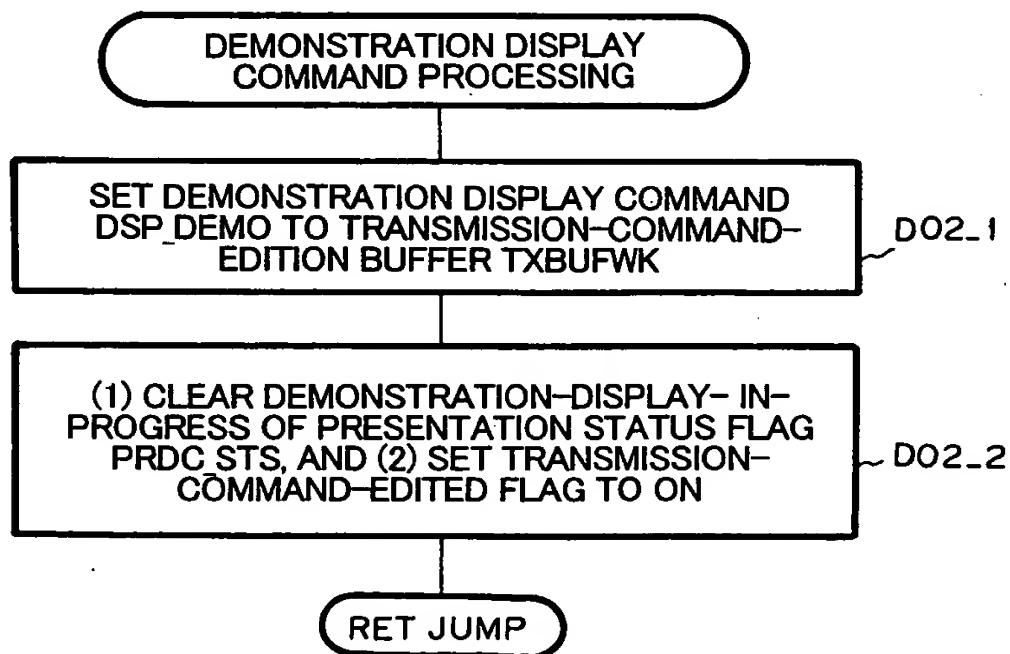


09740064 "122000

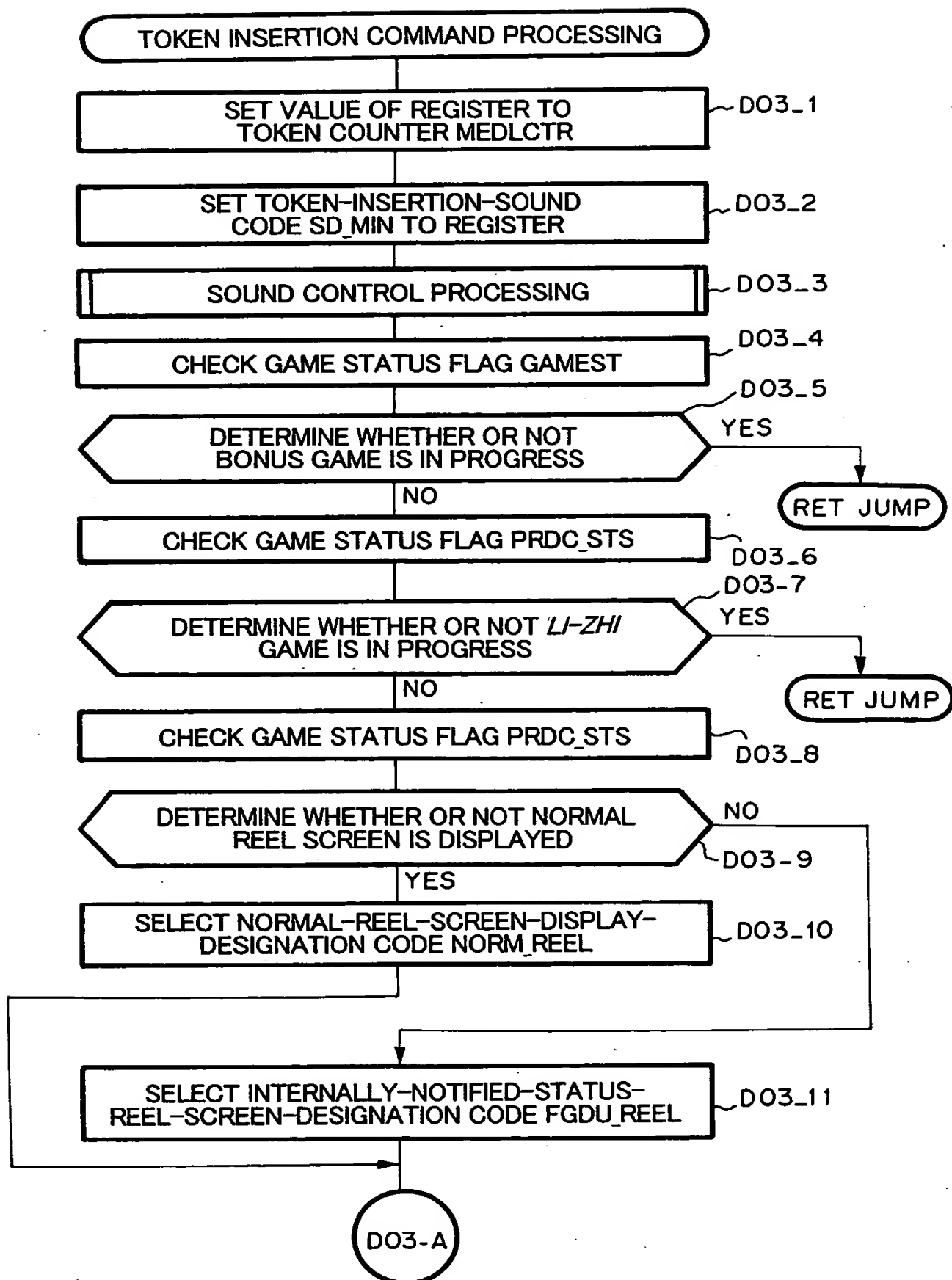
## FIG.198



## FIG.199

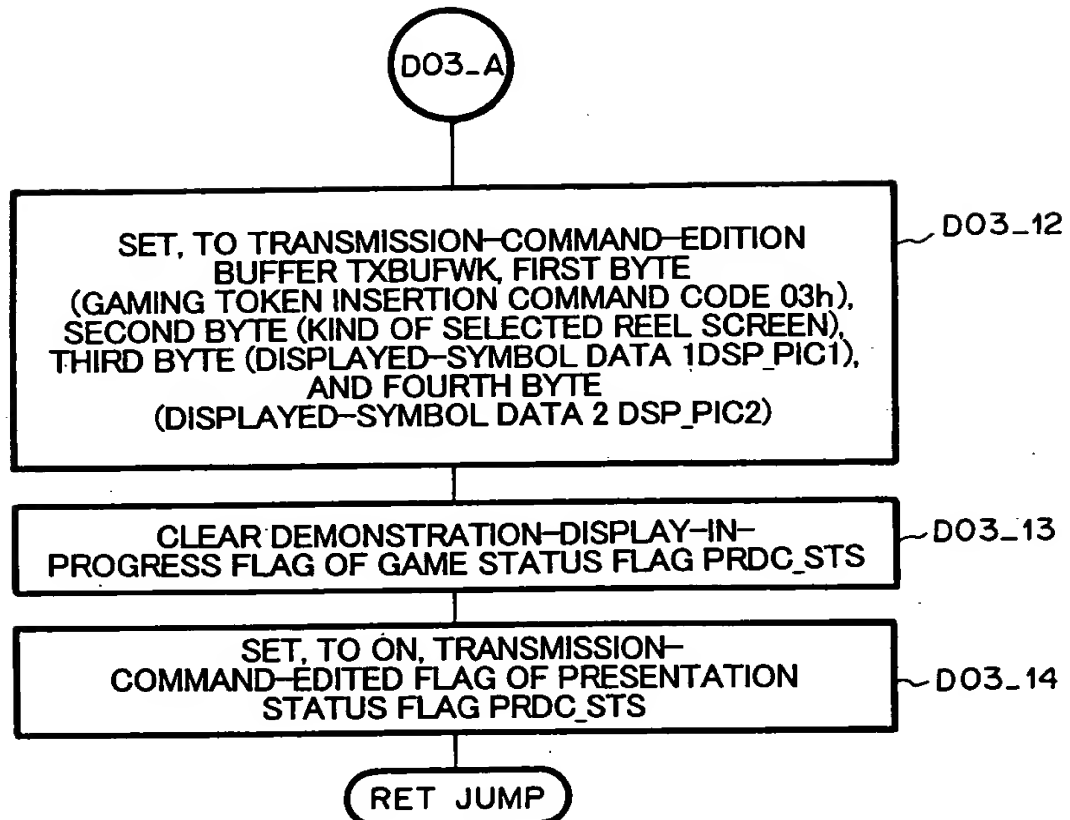


# FIG.200

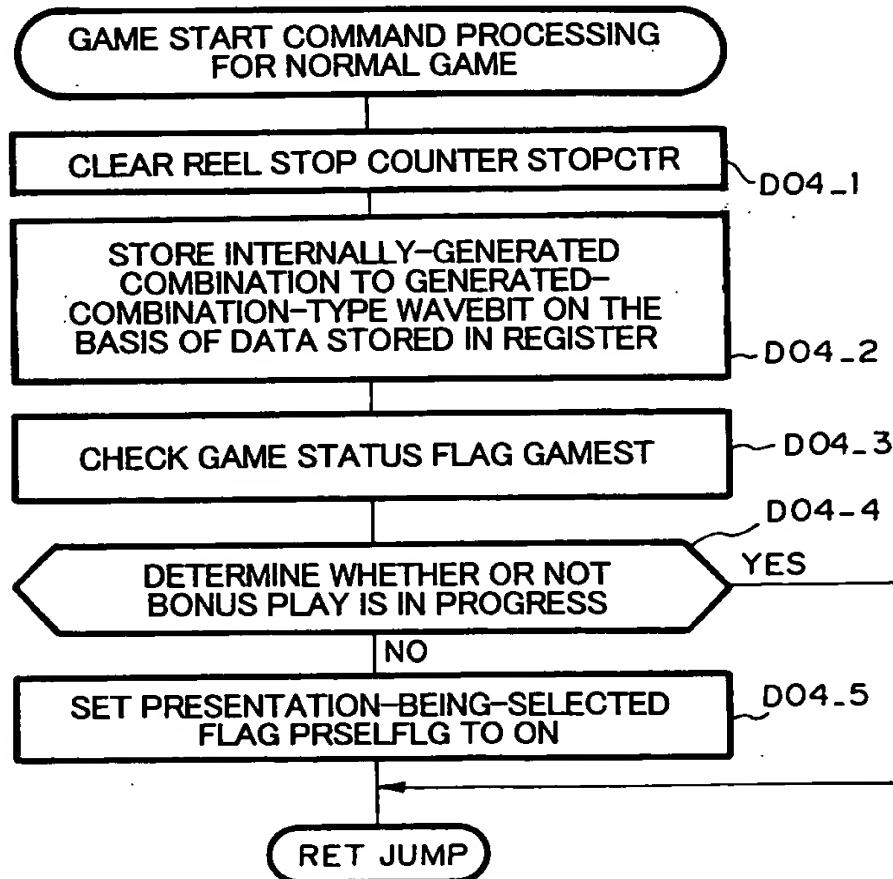


000221-1904260

# FIG.201

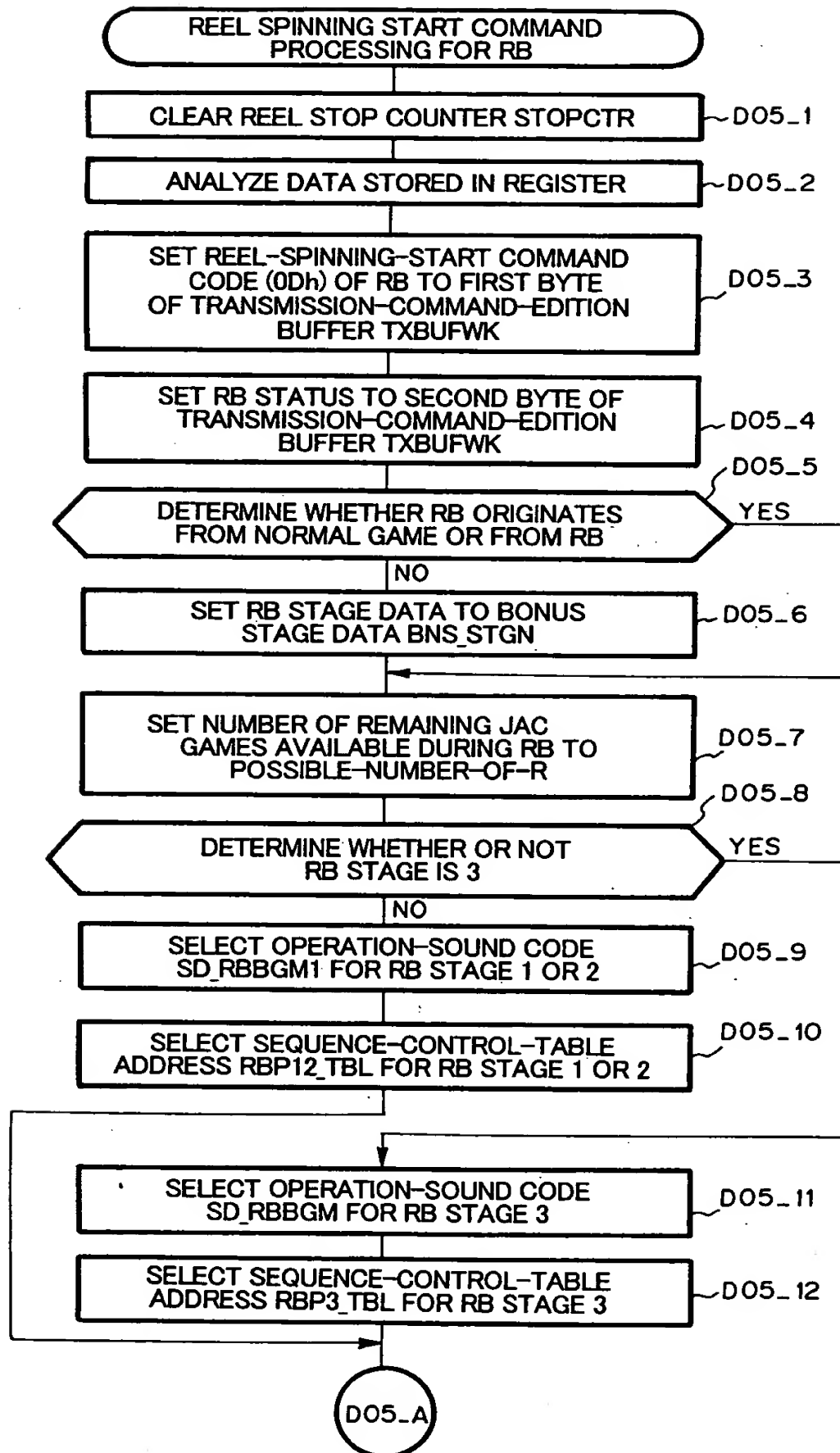


# FIG.202



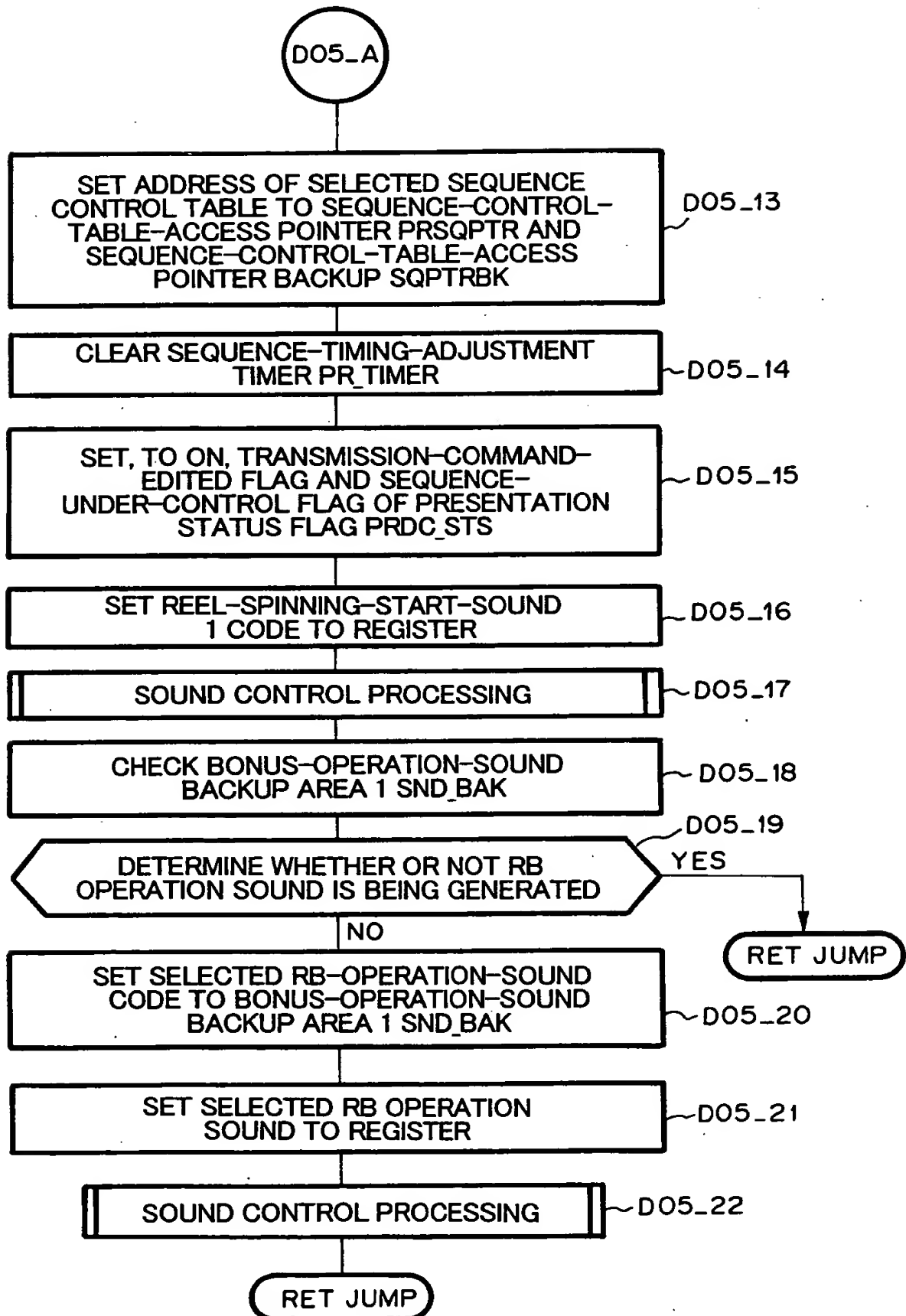
0000042221-49004260

FIG.203



00022T"49004760

FIG.204

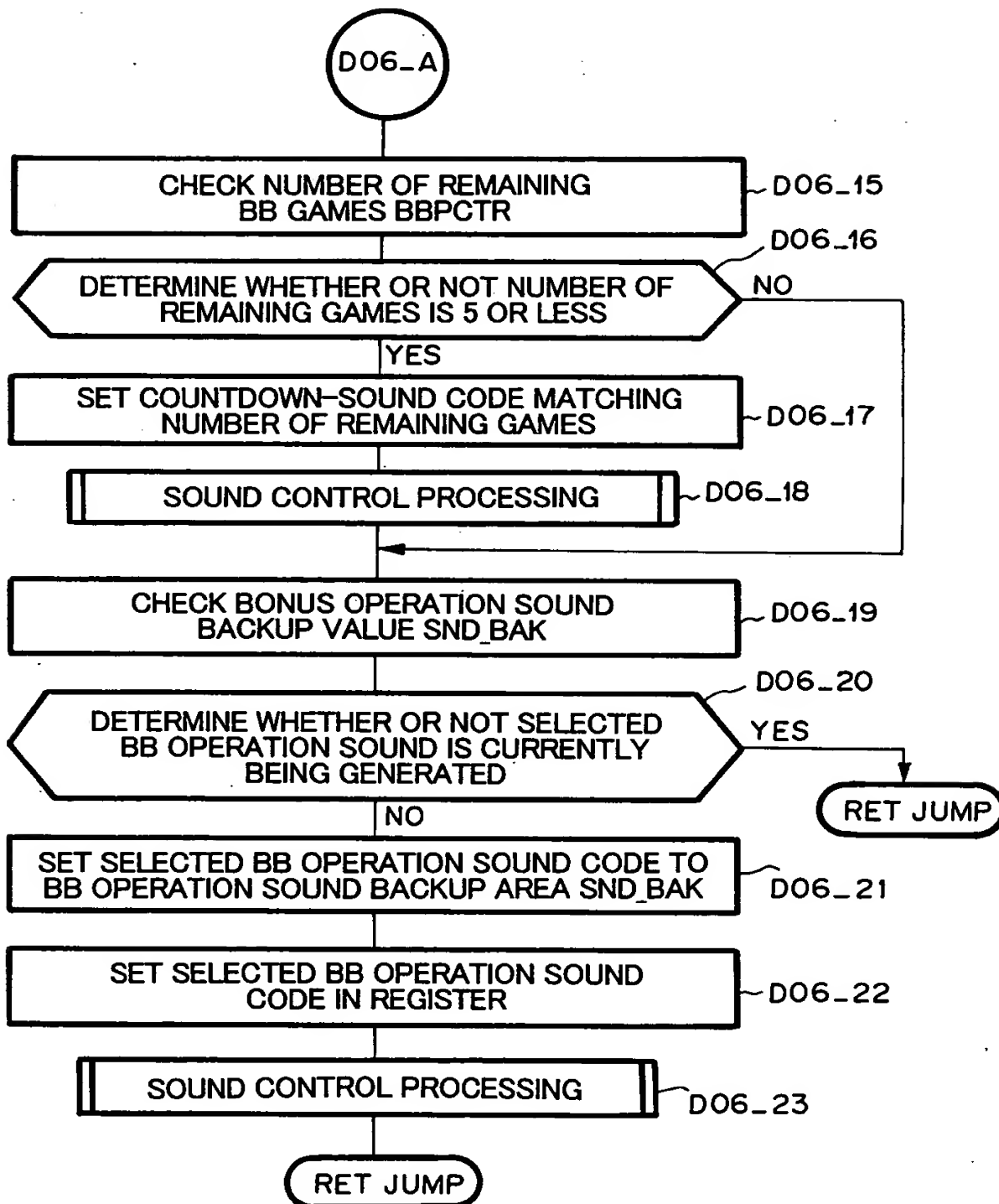


09740064 " 122000



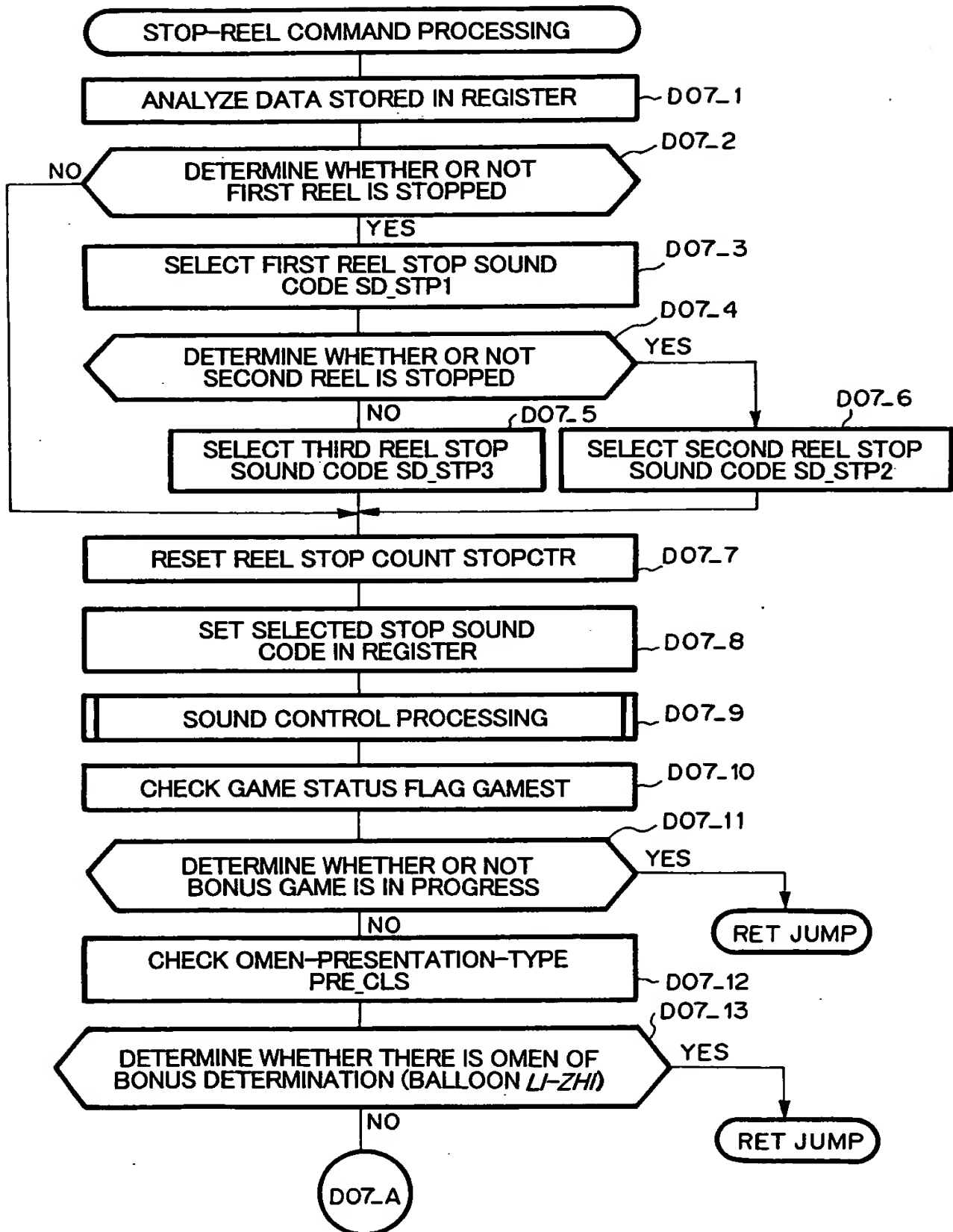


FIG.206



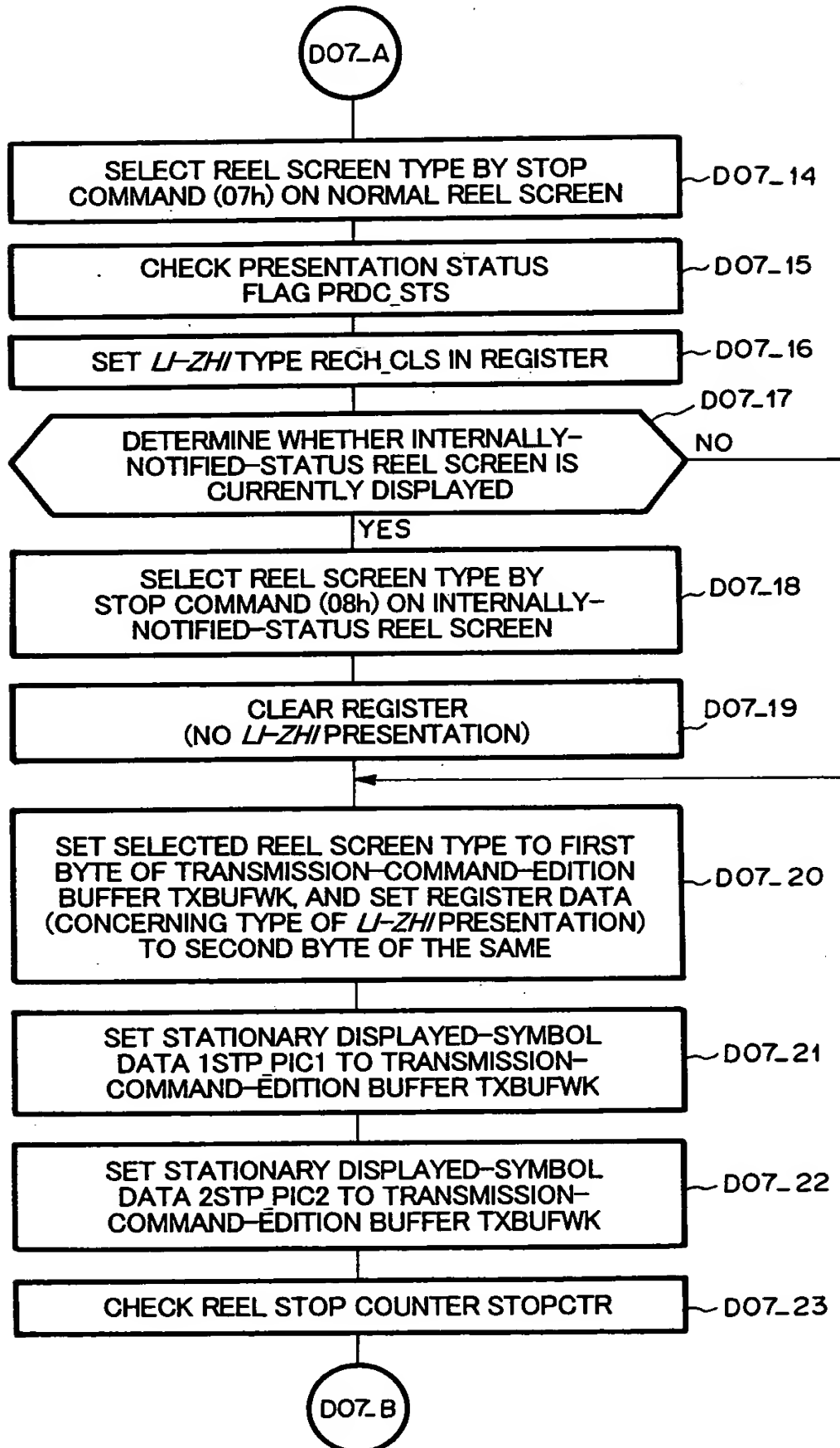
09740064 122000

# FIG.207



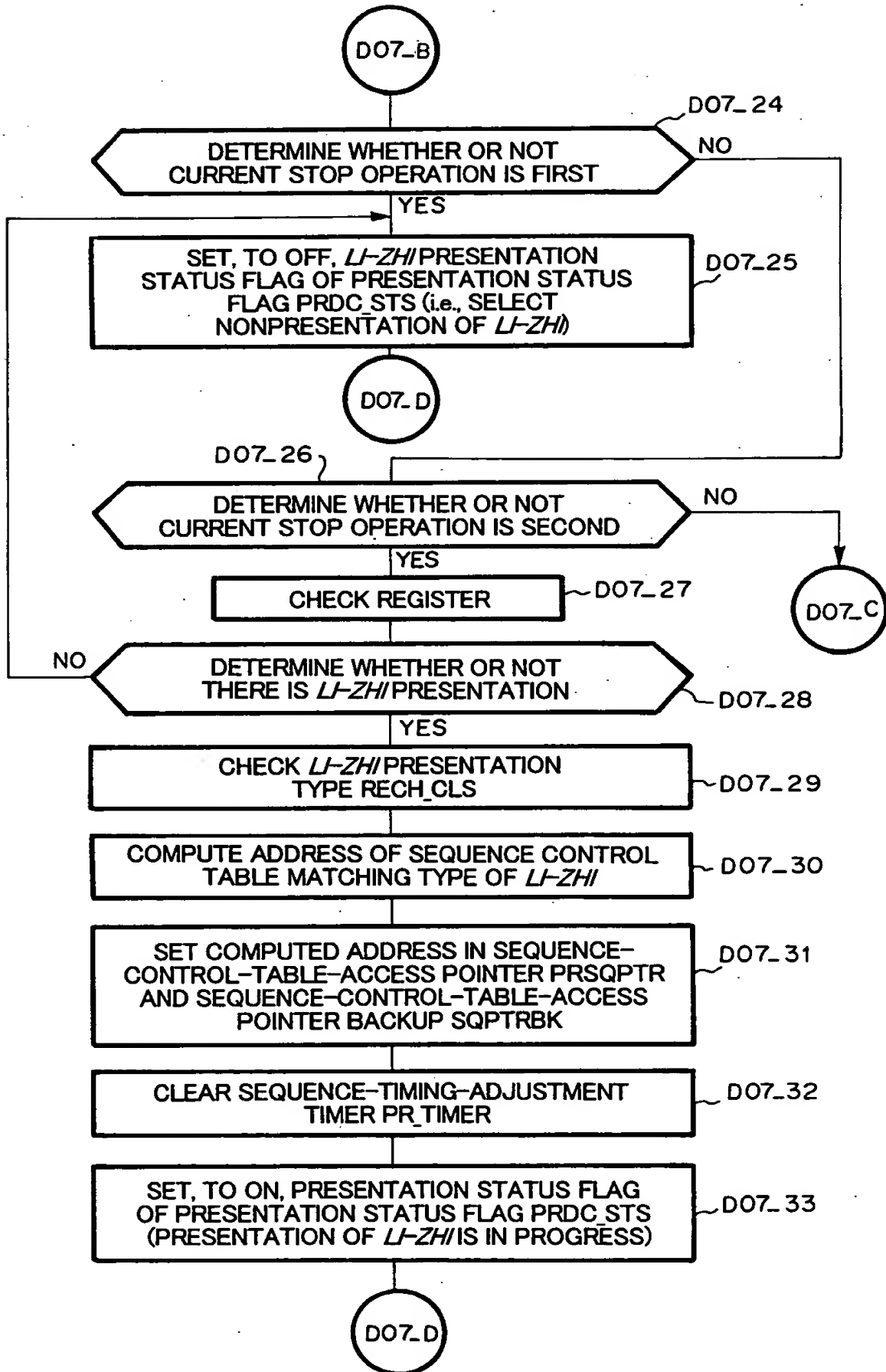
09740064-122000

# FIG.208



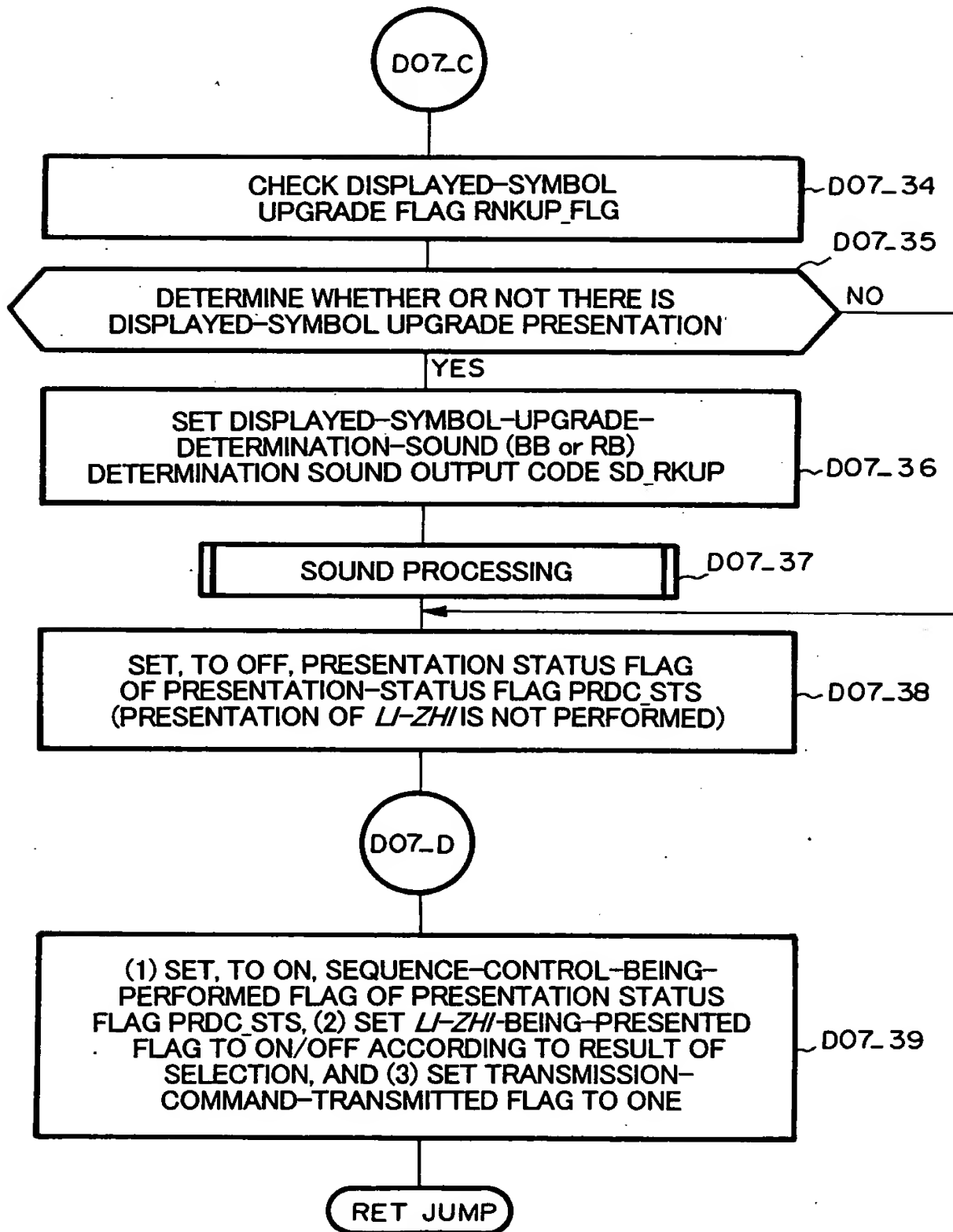
00022T"49004Z60

# FIG.209



09740064.122000

# FIG.210



00000 49004260

00221 49004760 09740064 122000

# FIG.211

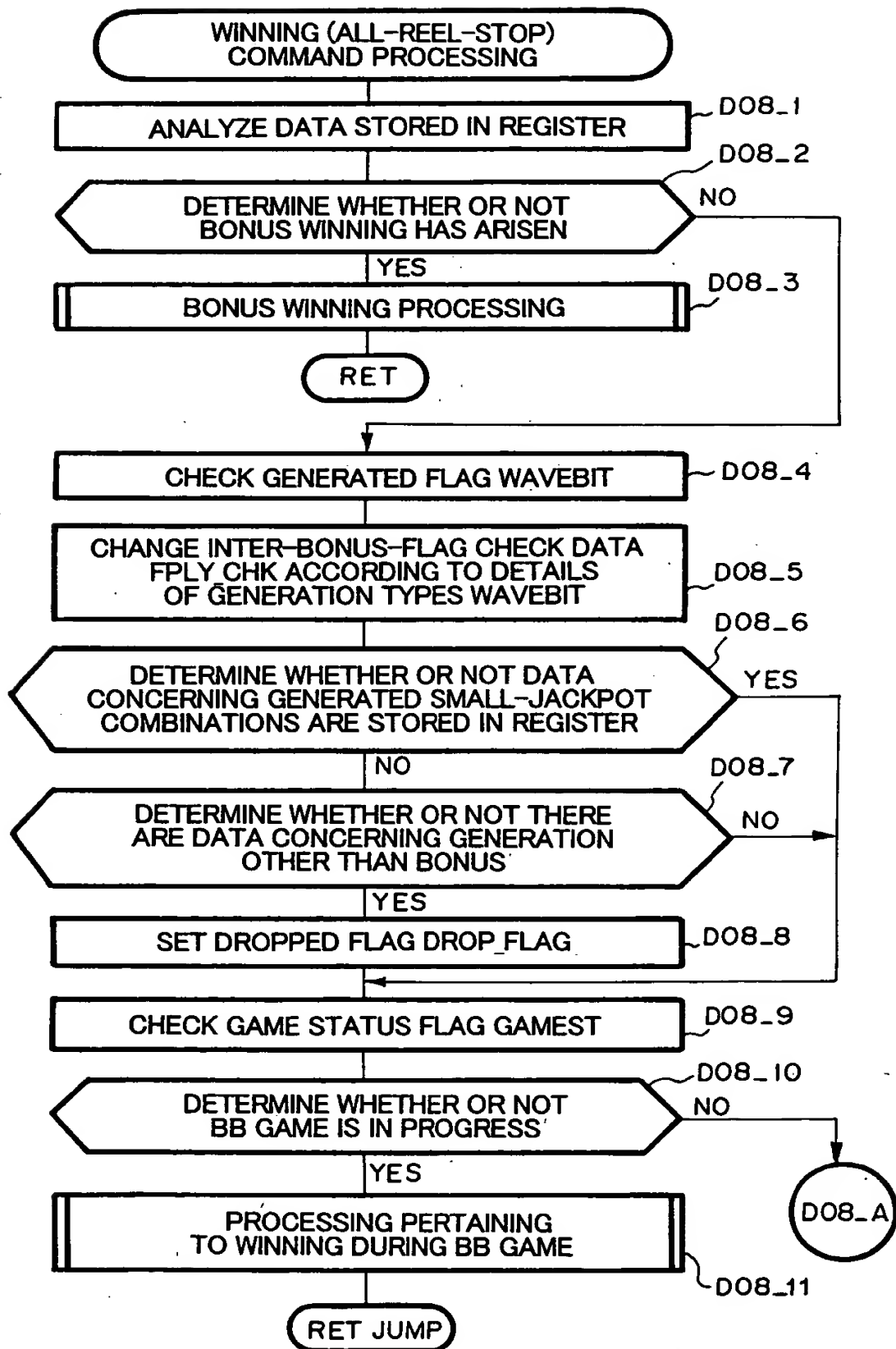
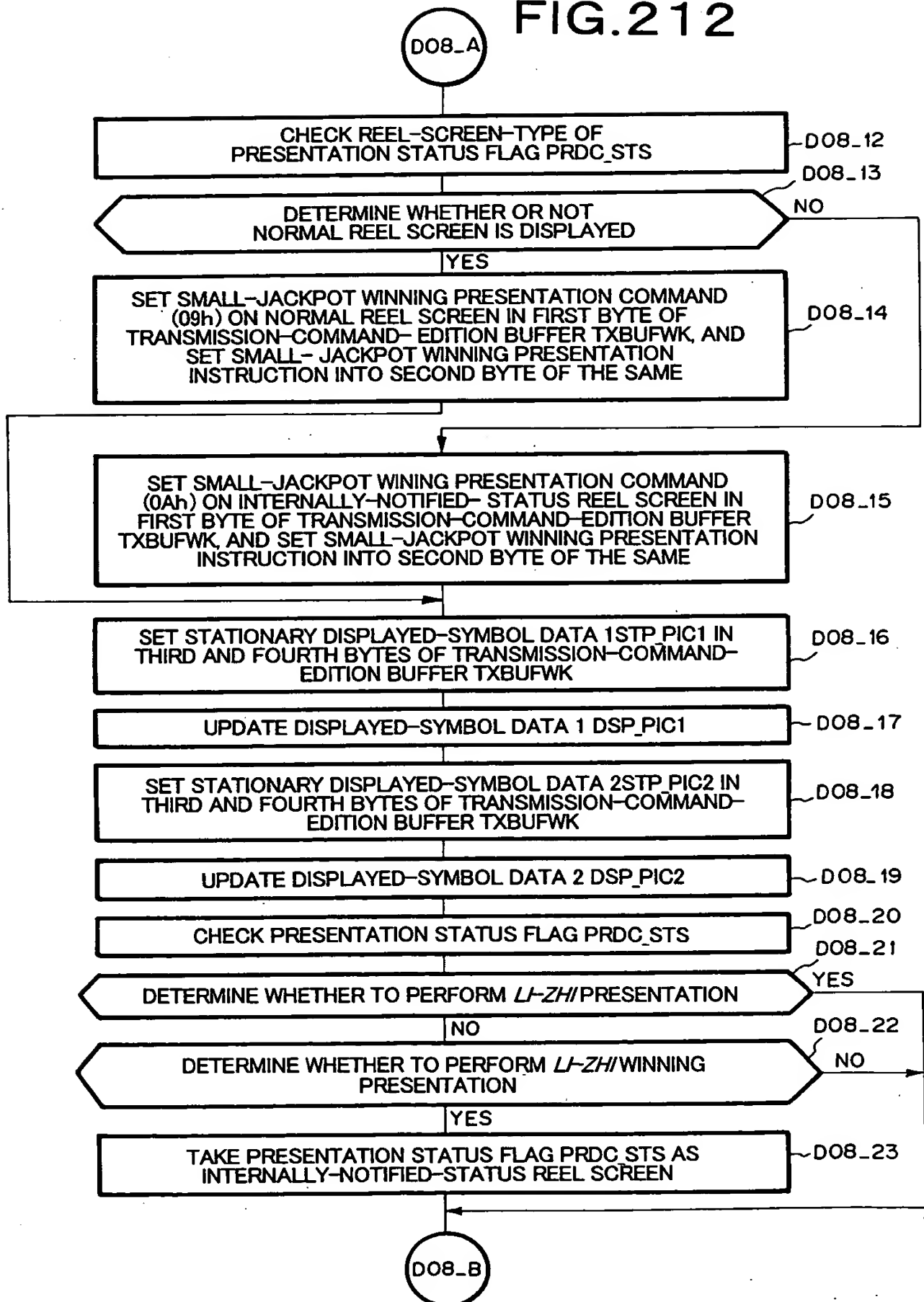


FIG.212



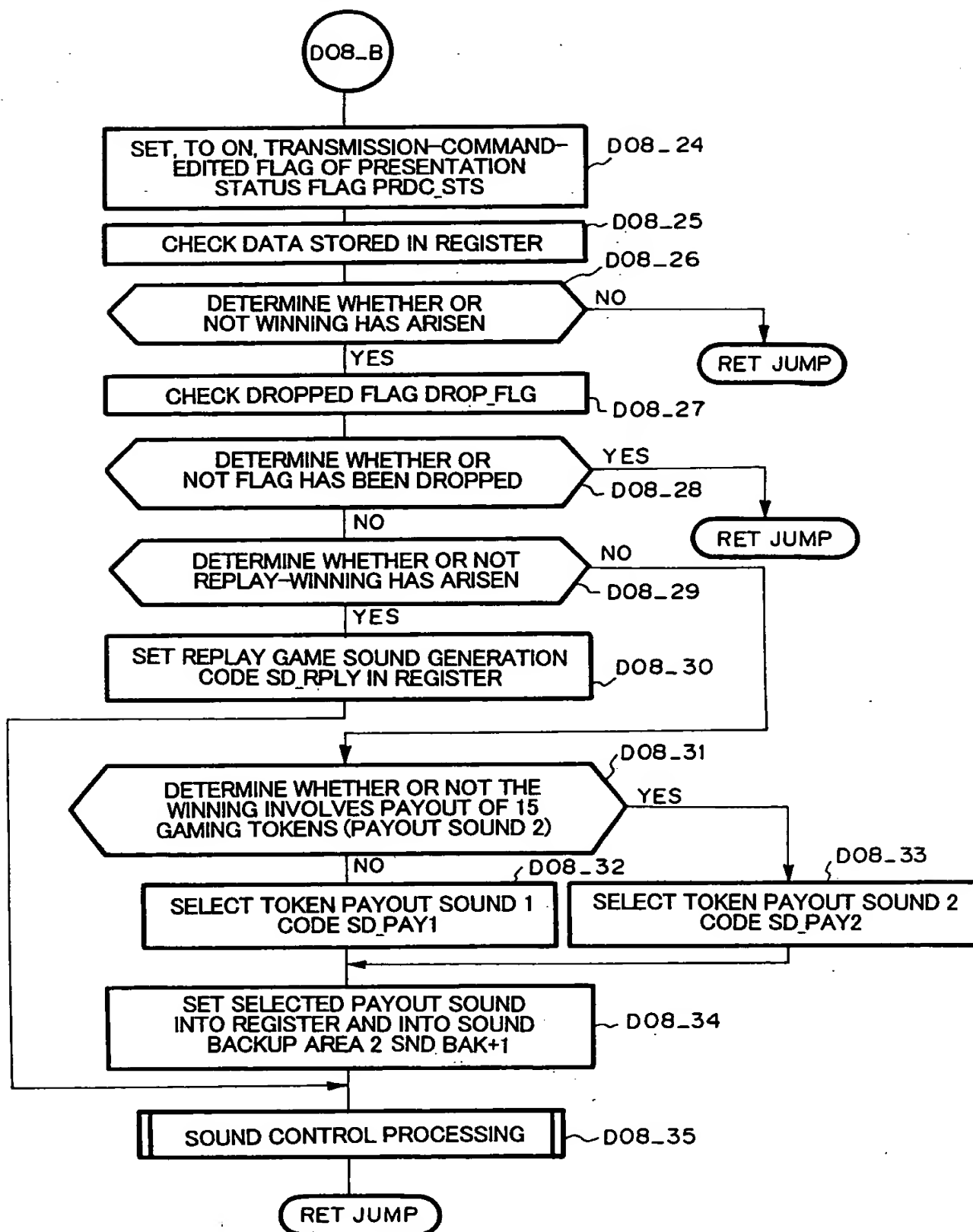
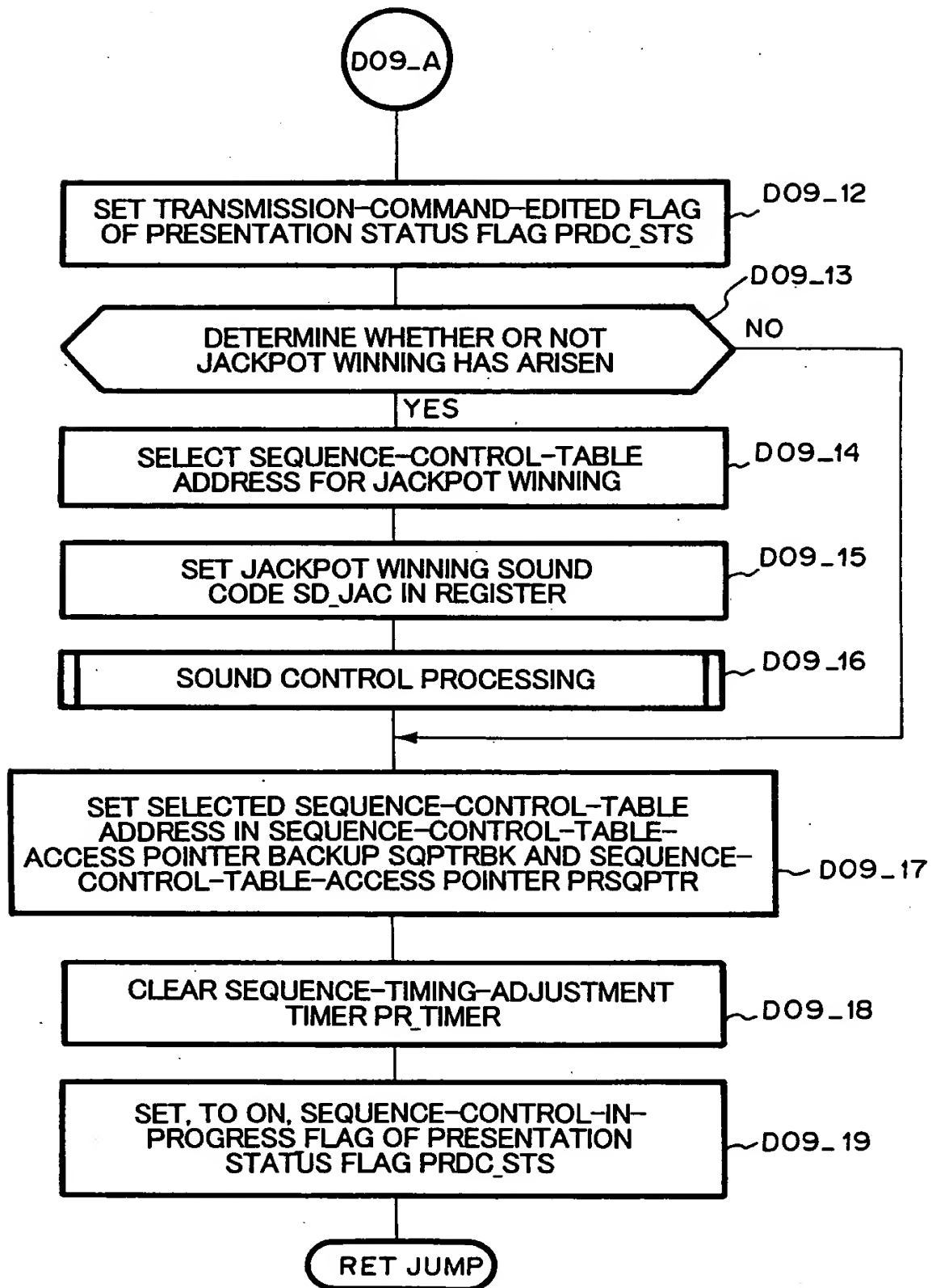




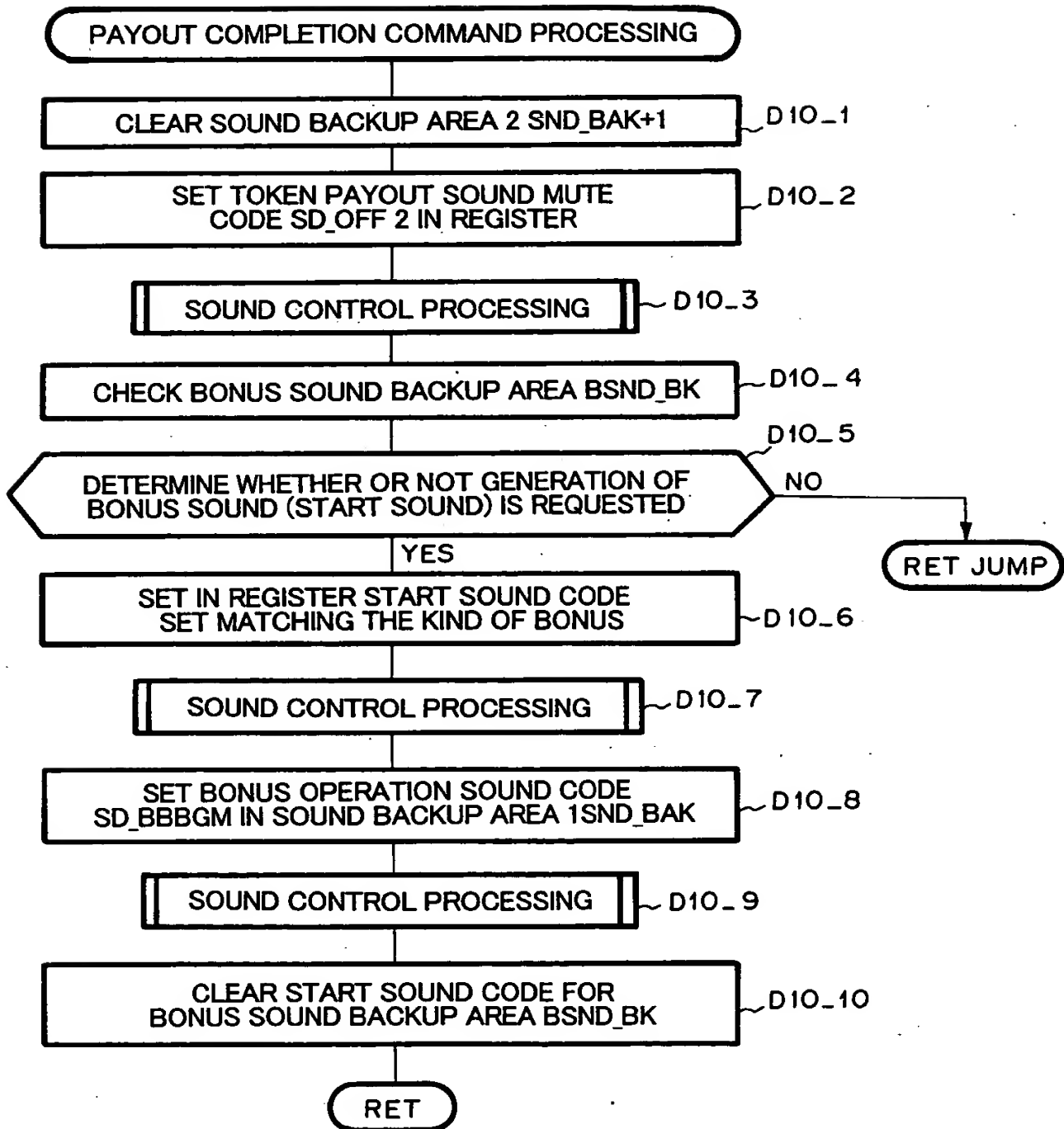


FIG.215



09740064.122000

FIG.216



000221"49004260

# FIG.217

PROCESSING PERTAINING TO INSTRUCTION  
COMMAND FOR CHANGING STATUS OF BONUS GAME

CHECK DATA STORED IN REGISTER

~D11\_1

SET BONUS-STAGE-DISPLAY INSTRUCTION  
COMMAND (0Ch) IN FIRST BYTE TRANSMISSION-  
COMMAND-EDITION BUFFER TXBUFWK

~D11\_2

DETERMINE WHETHER OR NOT  
END CODE OF BB IS PRESENT

~D11\_3

NO

YES

CLEAR BONUS STAGE BNS\_STGN

~D11\_4

SELECT CORRESPONDING ADDRESS OF  
SEQUENCE CONTROL TABLE ACCORDING  
TO MEMORY CONTENTS OF REGISTER

~D11\_5

CHECK PRESENTATION STATUS  
FLAG PRDC\_STS

~D11\_6

SET BONUS-STAGE TYPE IN SECOND  
BYTE OF TRANSMISSION-  
COMMAND-EDITION BUFFER TXBUFWK

~D11\_7

SET SELECTED SEQUENCE CONTROL TABLE  
ADDRESS IN SEQUENCE-CONTROL-TABLE-ACCESS  
POINTER BACKUP SQPTRBK AND SEQUENCE-  
CONTROL-TABLE-ACCESS POINTER PRSQPTR

~D11\_8

CLEAR SEQUENCE-TIMING-ADJUSTMENT  
TIMER PR\_TIMER

~D11\_9

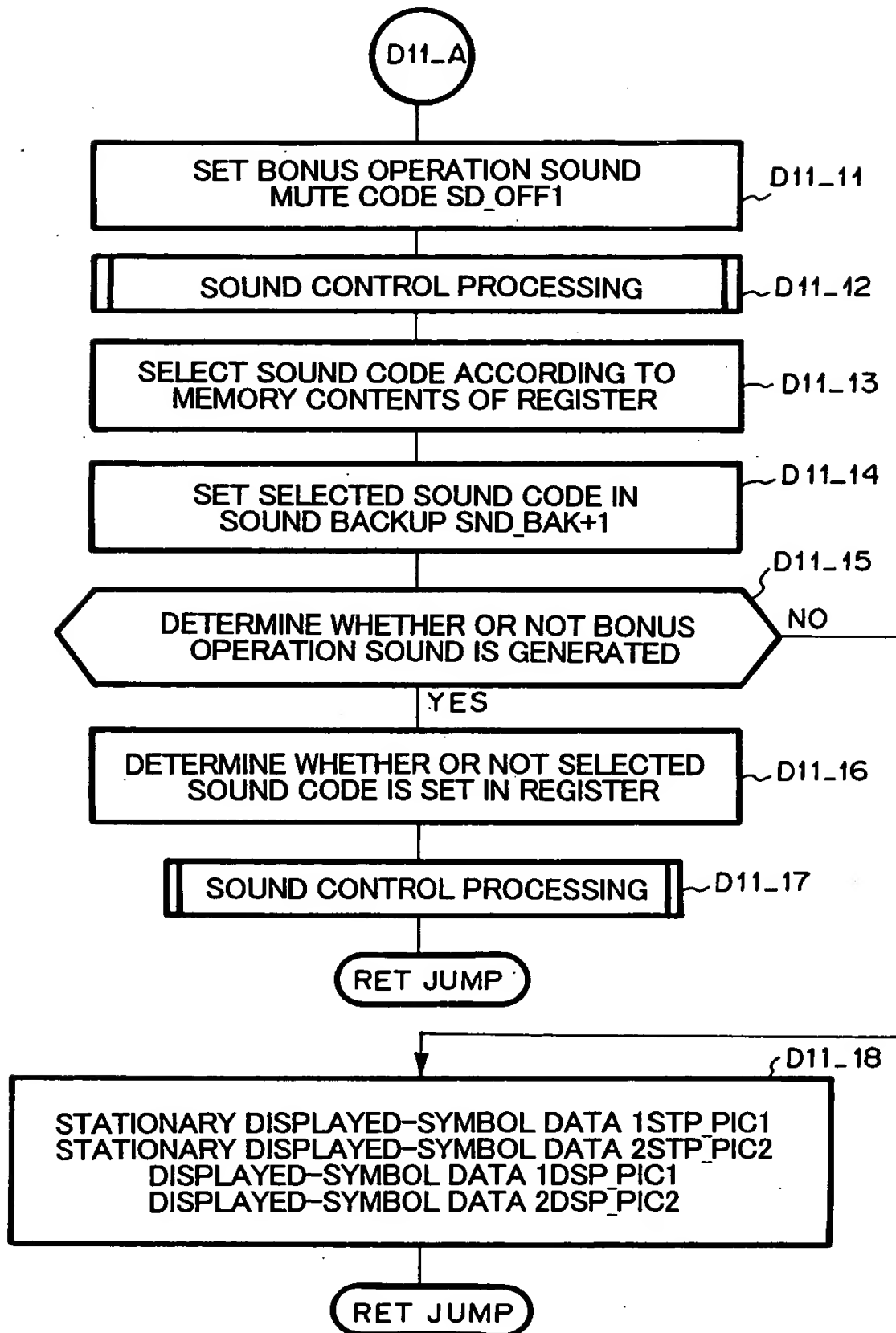
(1) SET, TO ON, TRANSMISSION-COMMAND-  
EDITED FLAG OF PRESENTATION STATUS FLAG  
PRDC\_STS, AND (2) SET, TO ON, SEQUENCE-  
CONTROL-IN-PROGRESS FLAG OF THE SAME

~D11\_10

D11\_A

00022T" 49004/50

# FIG.218



09740064-122000

FIG.219

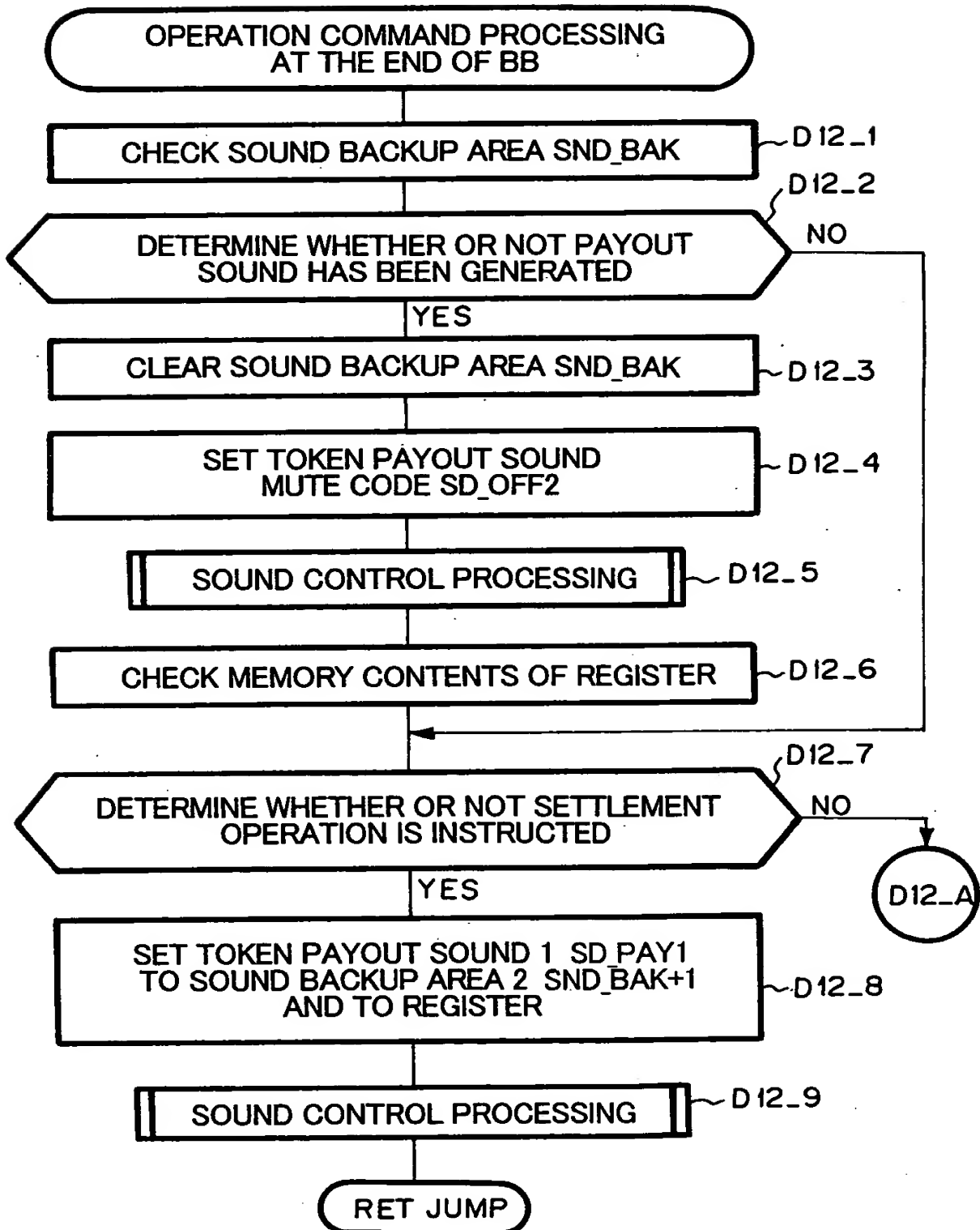
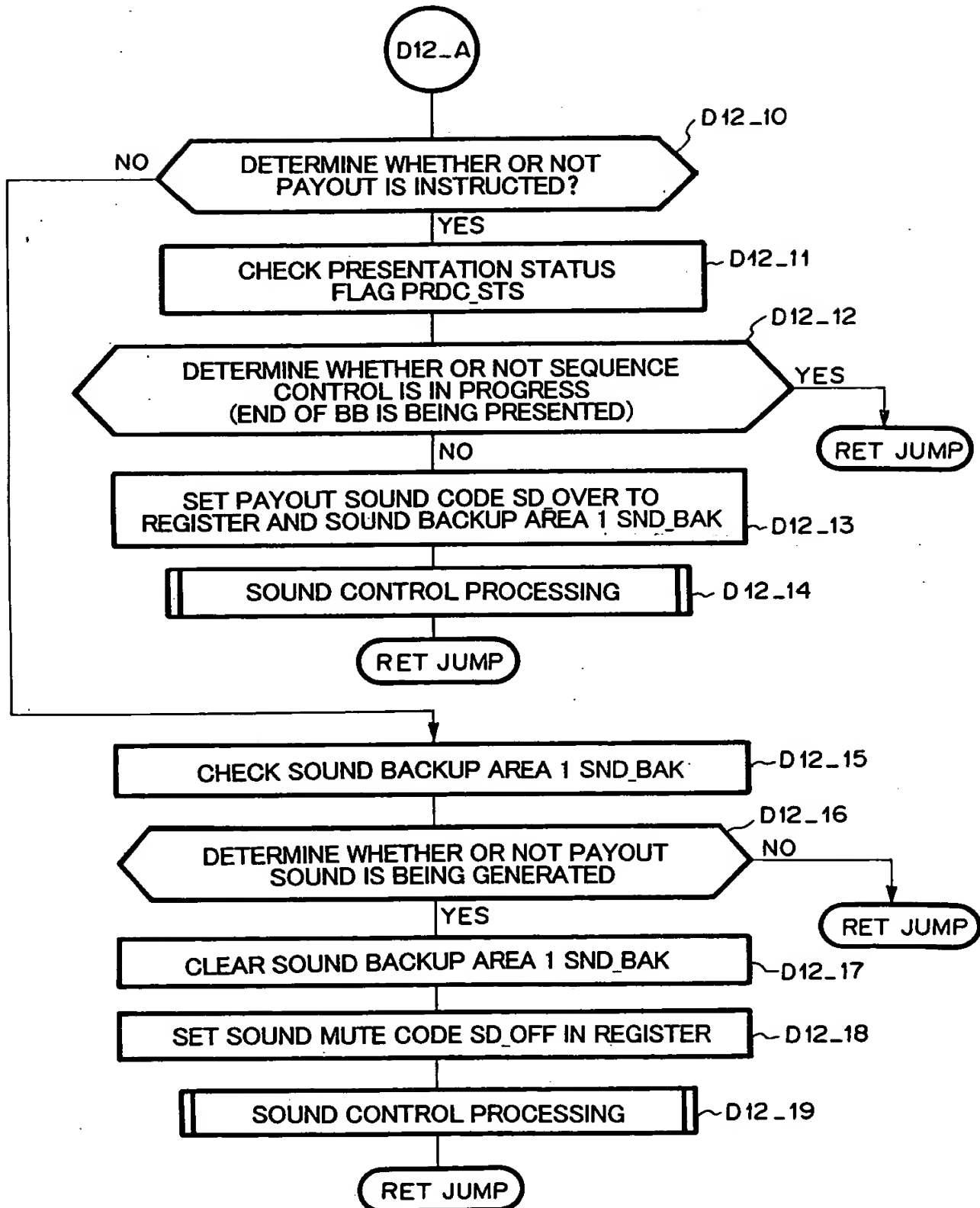


FIG.220

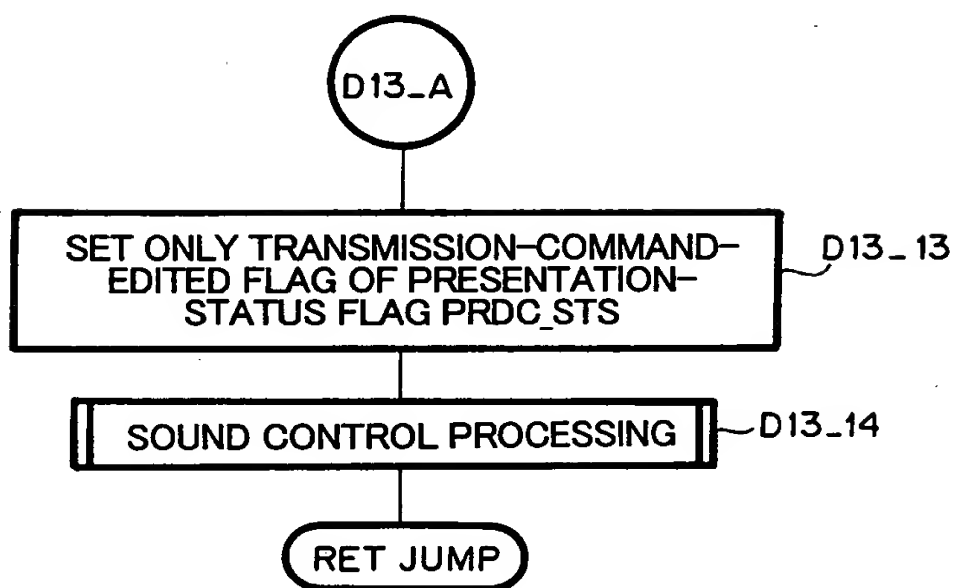


000221" 19004250



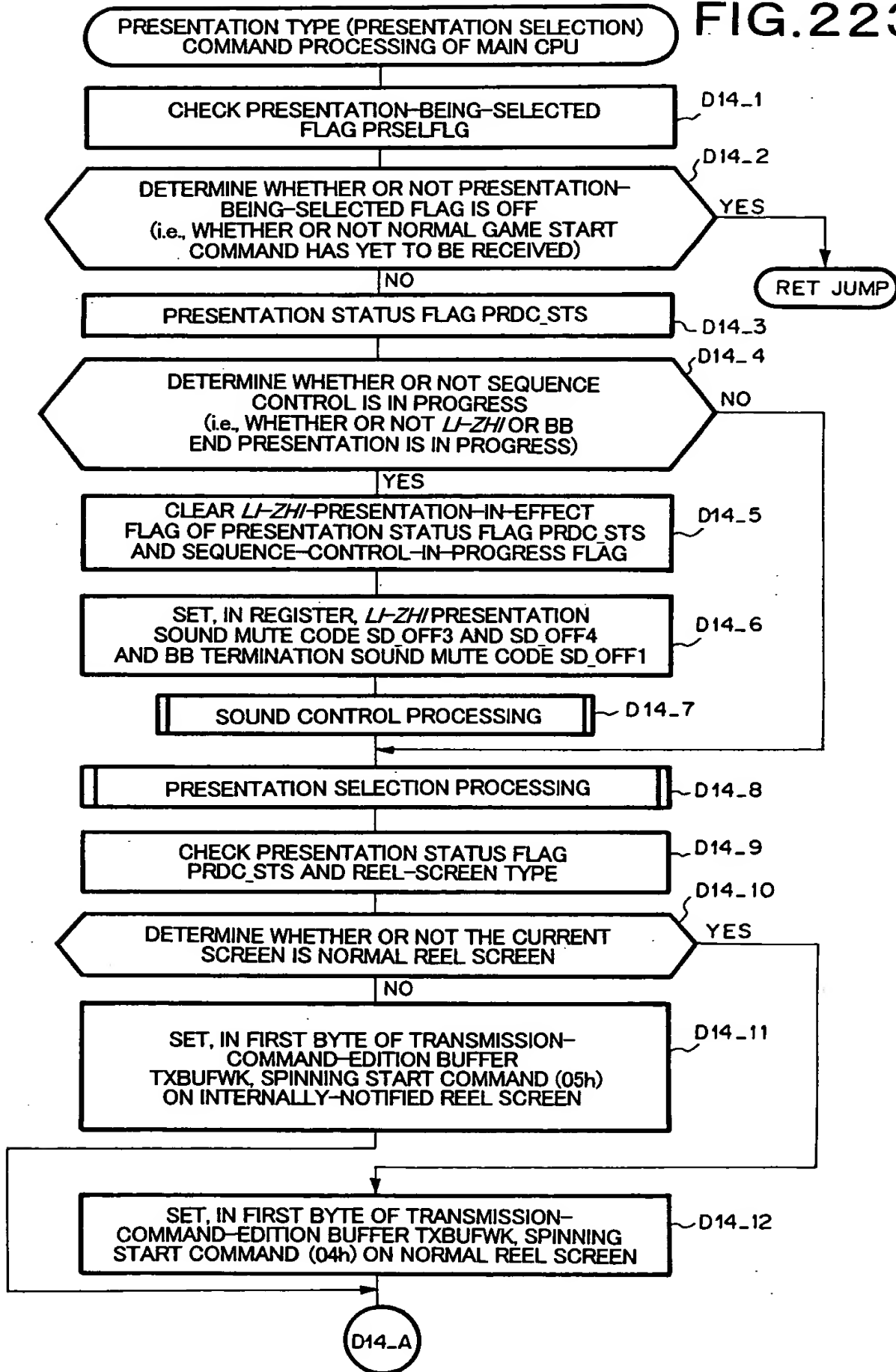


FIG.222



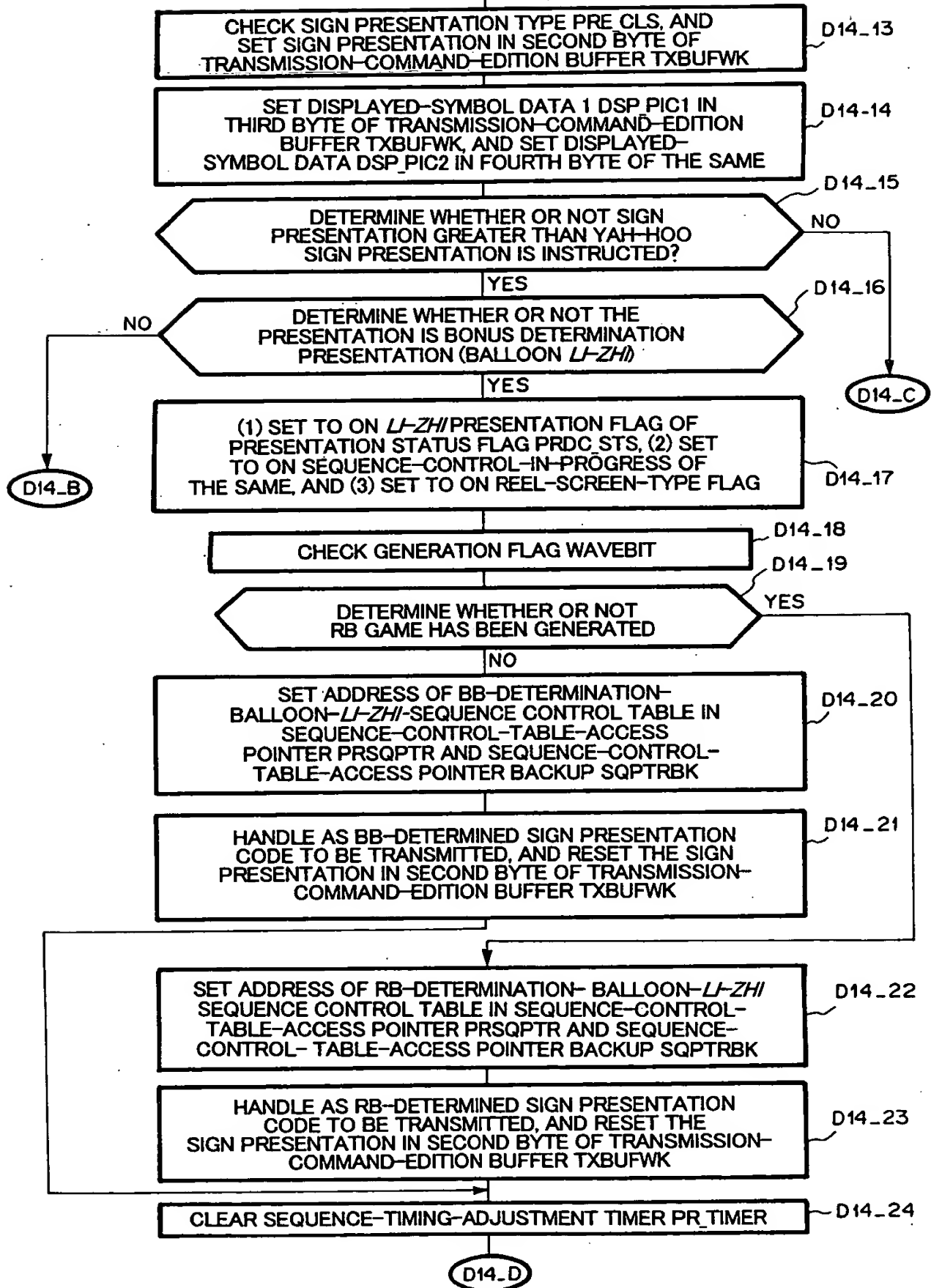
09740064 122000

FIG.223



# FIG.224

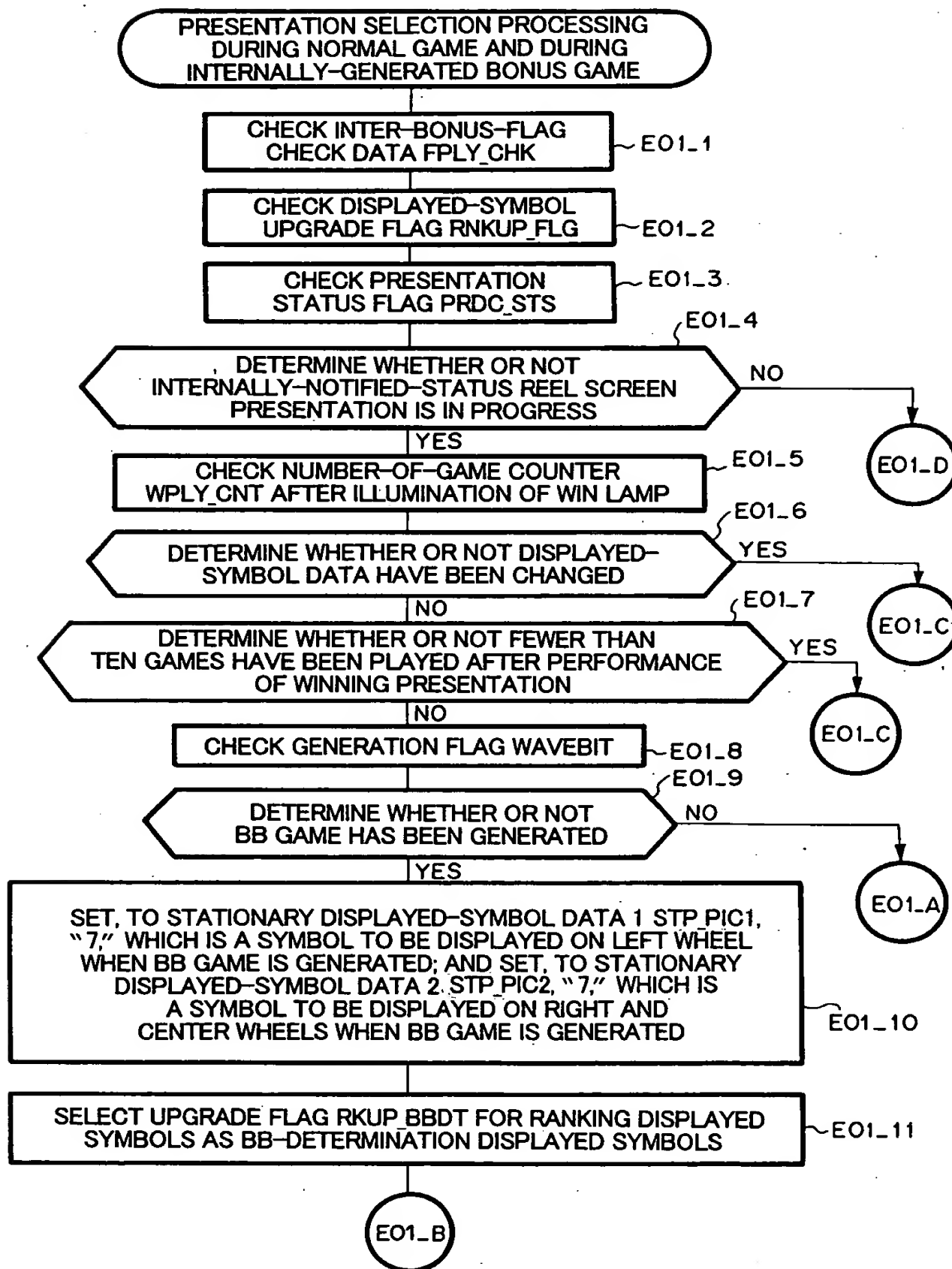
D14.A



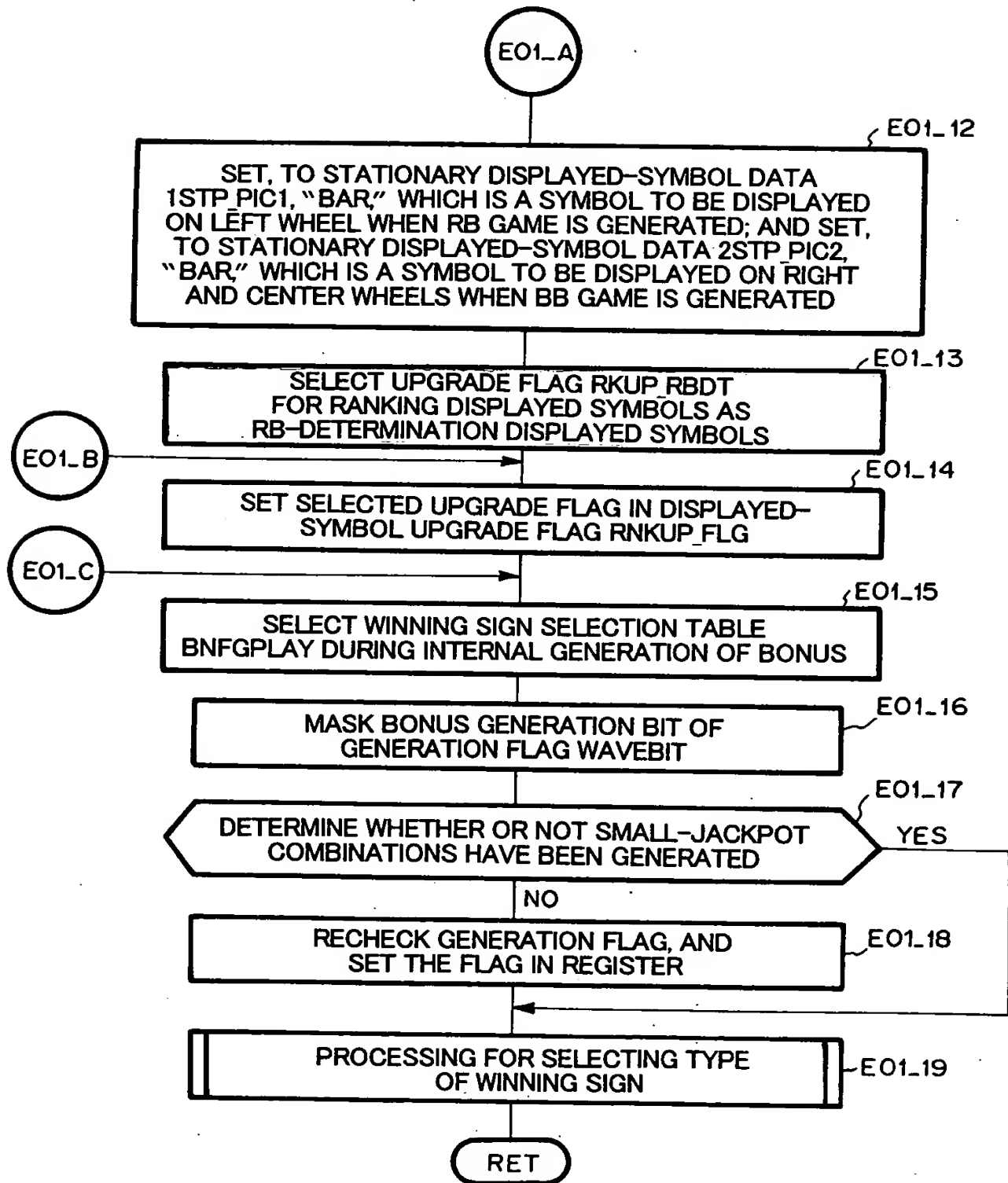
000221-19004260



FIG. 227



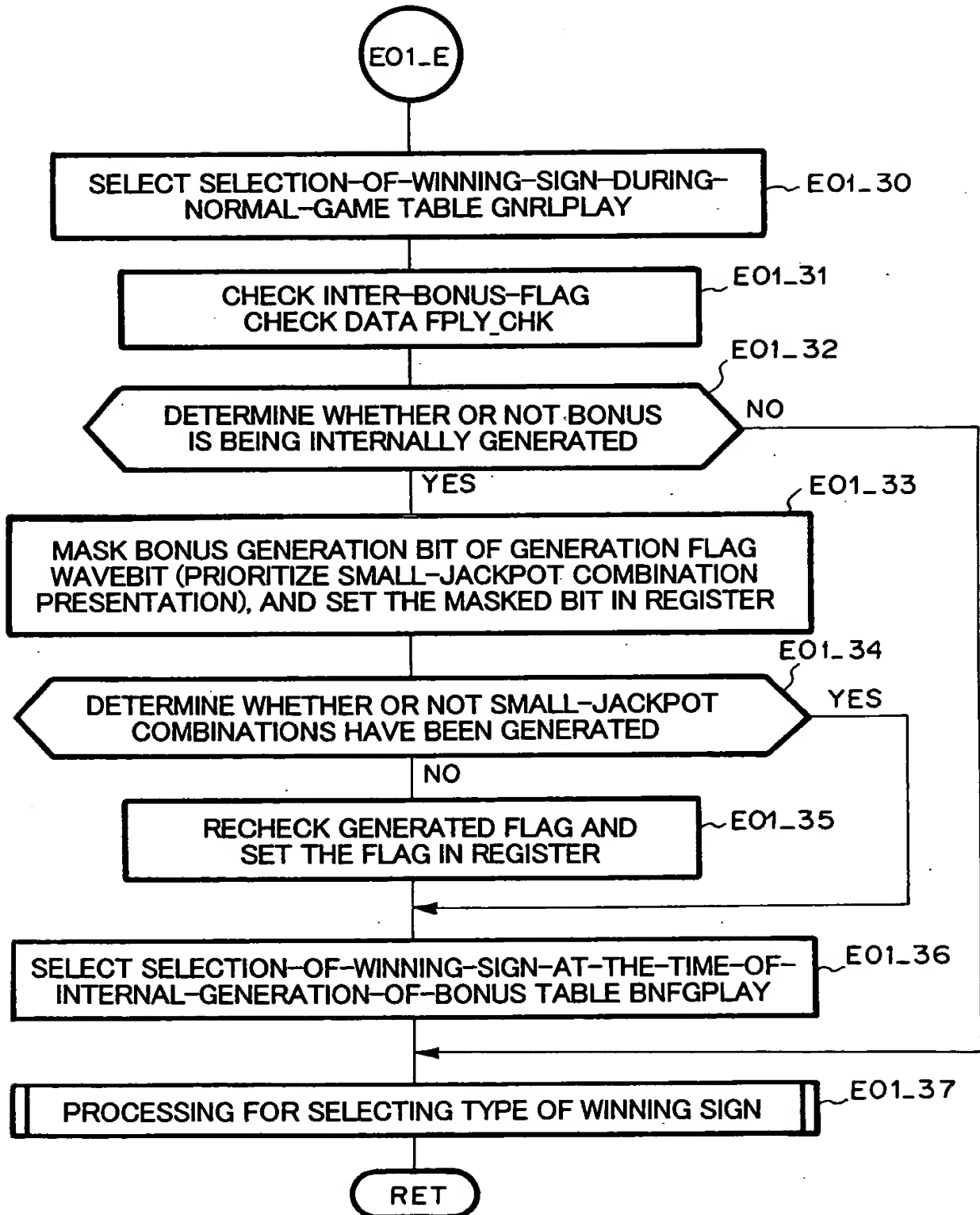
# FIG.228



09740064 122000



FIG.230



000221" 19004760



# BONUS WINNING PROCESSING

FIG.231

ANALYZE DATA STORED IN REGISTER  
(i.e., TYPE OF WINNING BONUS)

E02\_1

SET BONUS WINNING PRESENTATION  
COMMAND (0Bh) IN FIRST BYTE OF TRANSMISSION-  
COMMAND-EDITION BUFFER TXBUFWK

E02\_2

SET TYPE OF WINNING BONUS IN SECOND BYTE OF  
TRANSMISSION-COMMAND-EDITION BUFFER TXBUFWK

E02\_3

(1) SET, TO ON, TRANSMISSION-COMMAND-EDITED  
FLAG OF PRESENTATION STATUS FLAG PRDC\_STS, AND  
(2) SET REEL-SCREEN-TYPE FLAG TO OFF  
(i.e., INDICATING THAT CURRENT SCREEN  
IS NORMAL SCREEN)

E02\_4

CHECK PRESENTATION STATUS  
FLAG PRDC\_STS

E02\_5

DETERMINE WHETHER OR NOT *LI-ZHI*  
PRESENTATION IS IN PROGRESS

E02\_6

NO

YES

(1) SET, TO OFF, *LI-ZHI*-PRESENTATION-IN-  
PROGRESS FLAG OF PRESENTATION STATUS FLAG  
PRDC\_STS, AND (2) SET SEQUENCE-  
CONTROL-IN-PROGRESS FLAG TO OFF

E02\_7

SET *LI-ZHI*-PRESENTATION SOUND MUTE  
CODE SD\_OFF3 AND SD\_OFF4 IN REGISTER

E02\_8

SOUND CONTROL PROCESSING

E02\_9

SET TOKEN PAYOUT SOUND 2 CODE SD\_PAY 2 IN  
REGISTER AND IN SOUND BACKUP AREA 2 SND\_BAK+1

E02\_10

SOUND CONTROL PROCESSING

E02\_11

E02\_12

DETERMINE WHETHER OR NOT RB HAS BEEN WON

NO

YES

SET RB START SOUND CODE SD\_RB HIT  
AND RB OPERATION SOUND 1 CODE SD\_RBBGM1

E02\_13

E02\_14

SELECT TYPE OF BONUS STAGE AS TRUE RB(00)

E02\_15

DETERMINE WHETHER OR NOT BB  
HAS BEEN WON BY WHITE 7 OR RED 7

YES

NO

E02\_A

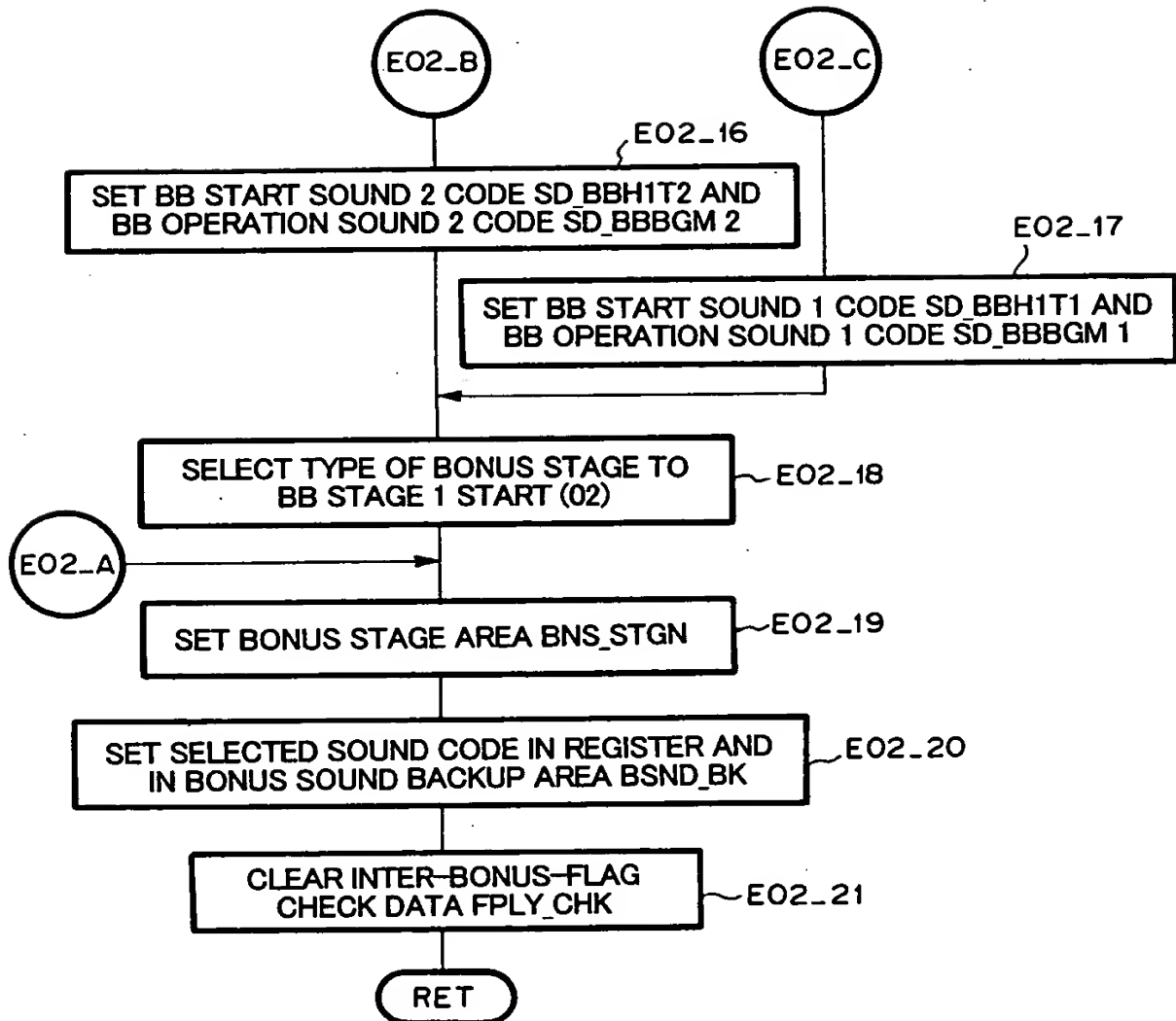
E02\_B

E02\_C

000227 " 19004064 122000

000221 19007460

FIG.232



# FIG.233

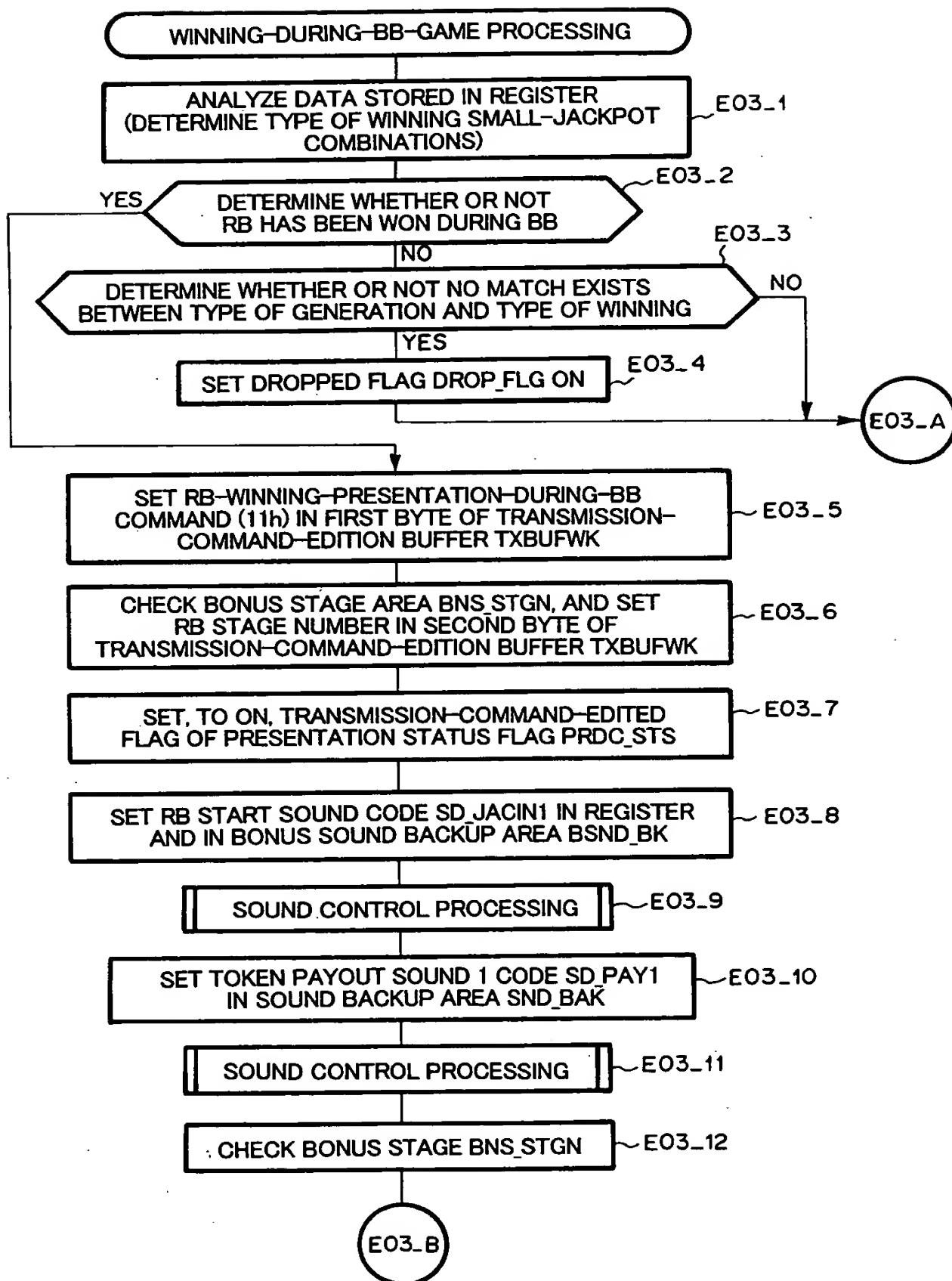
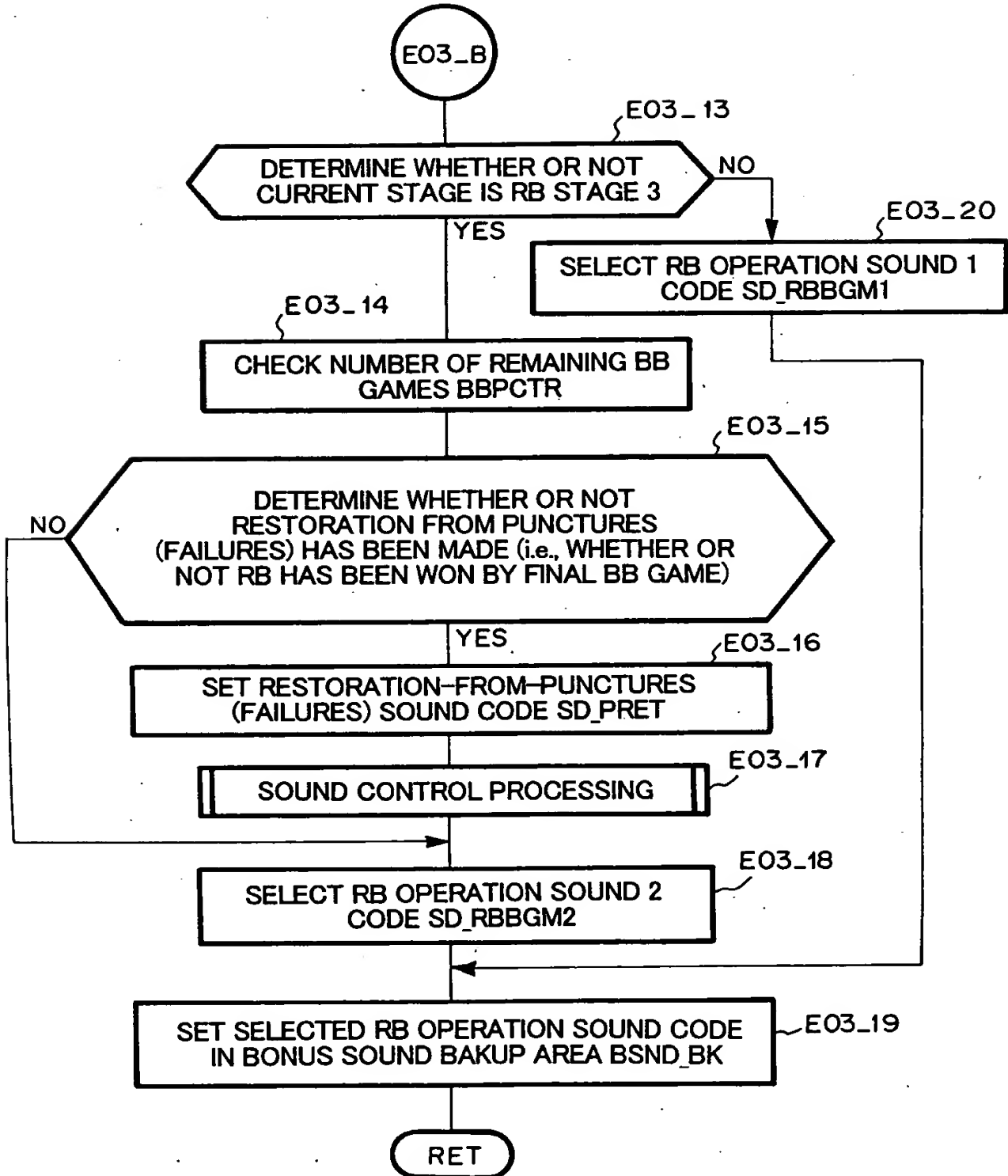
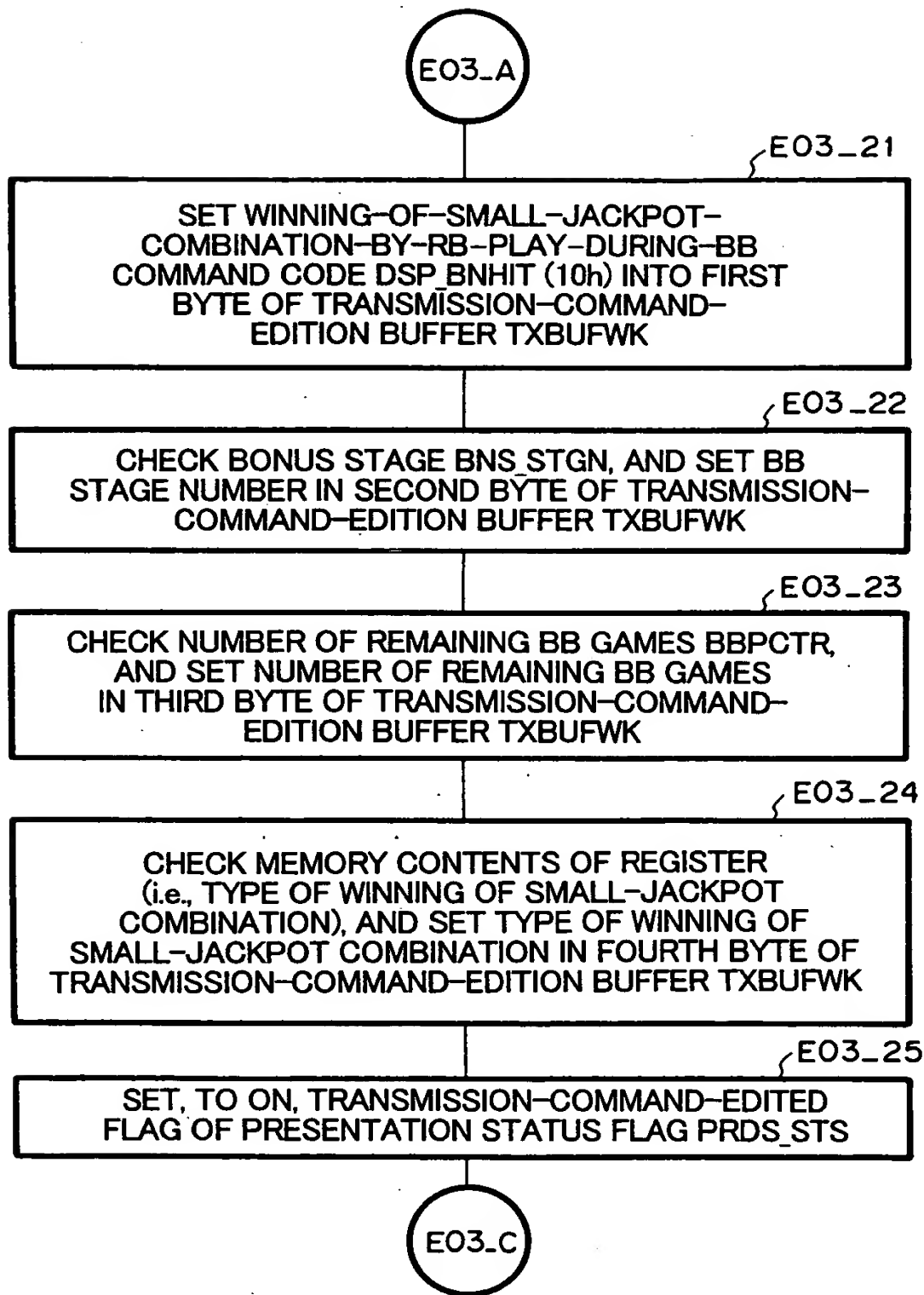


FIG.234

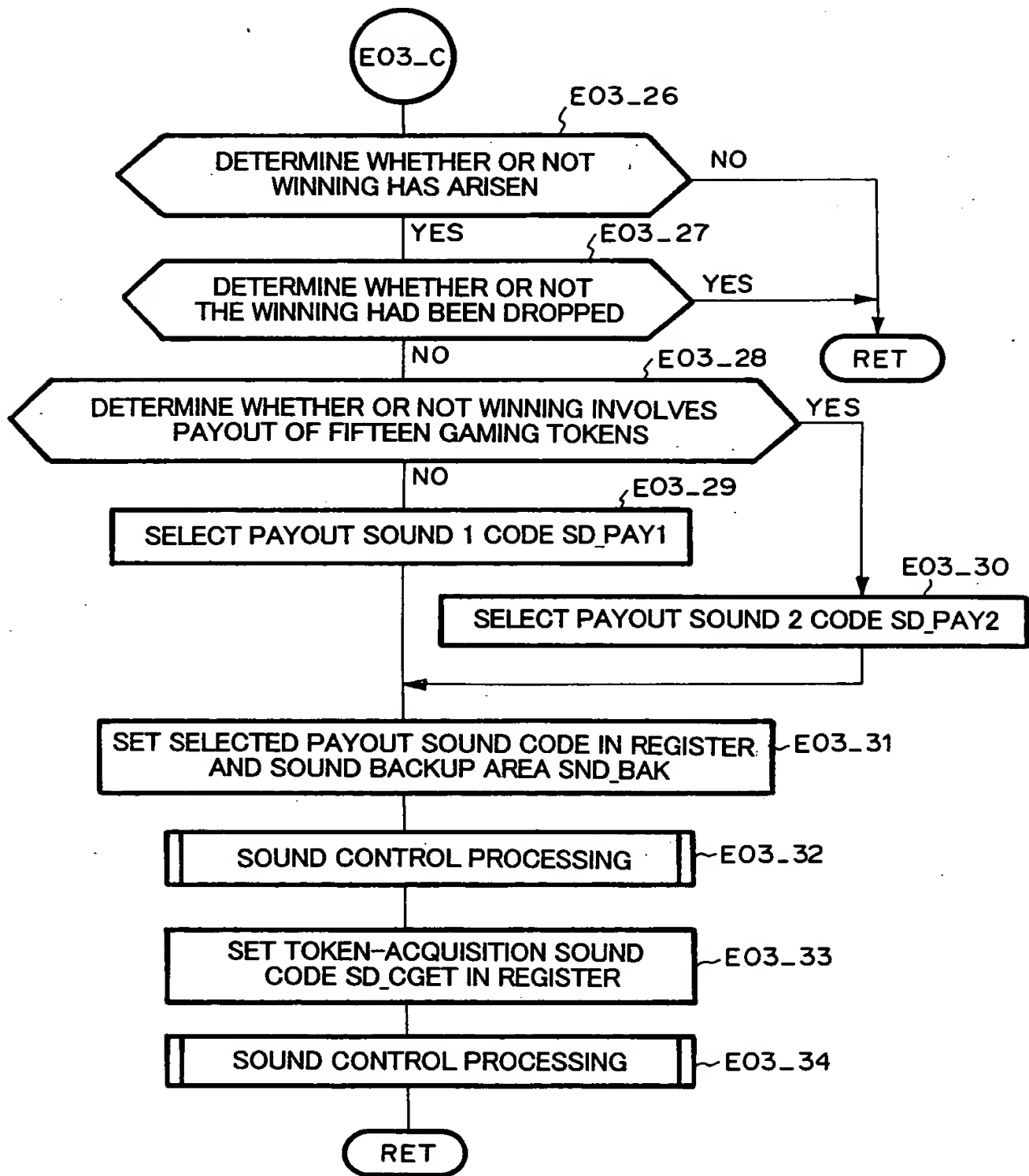


09740064 122000

**FIG. 235**



**FIG.236**



09740064-122000

# FIG.237

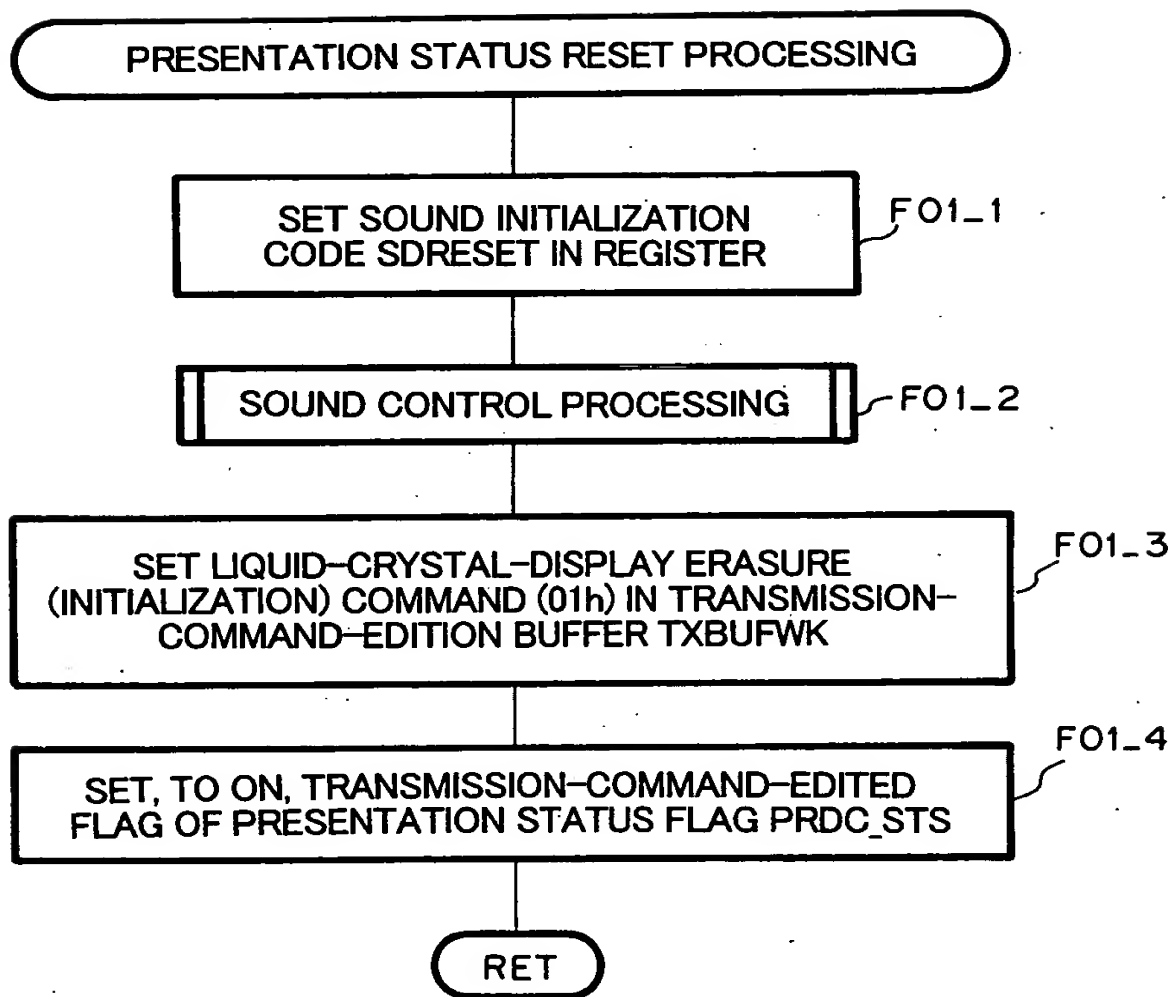
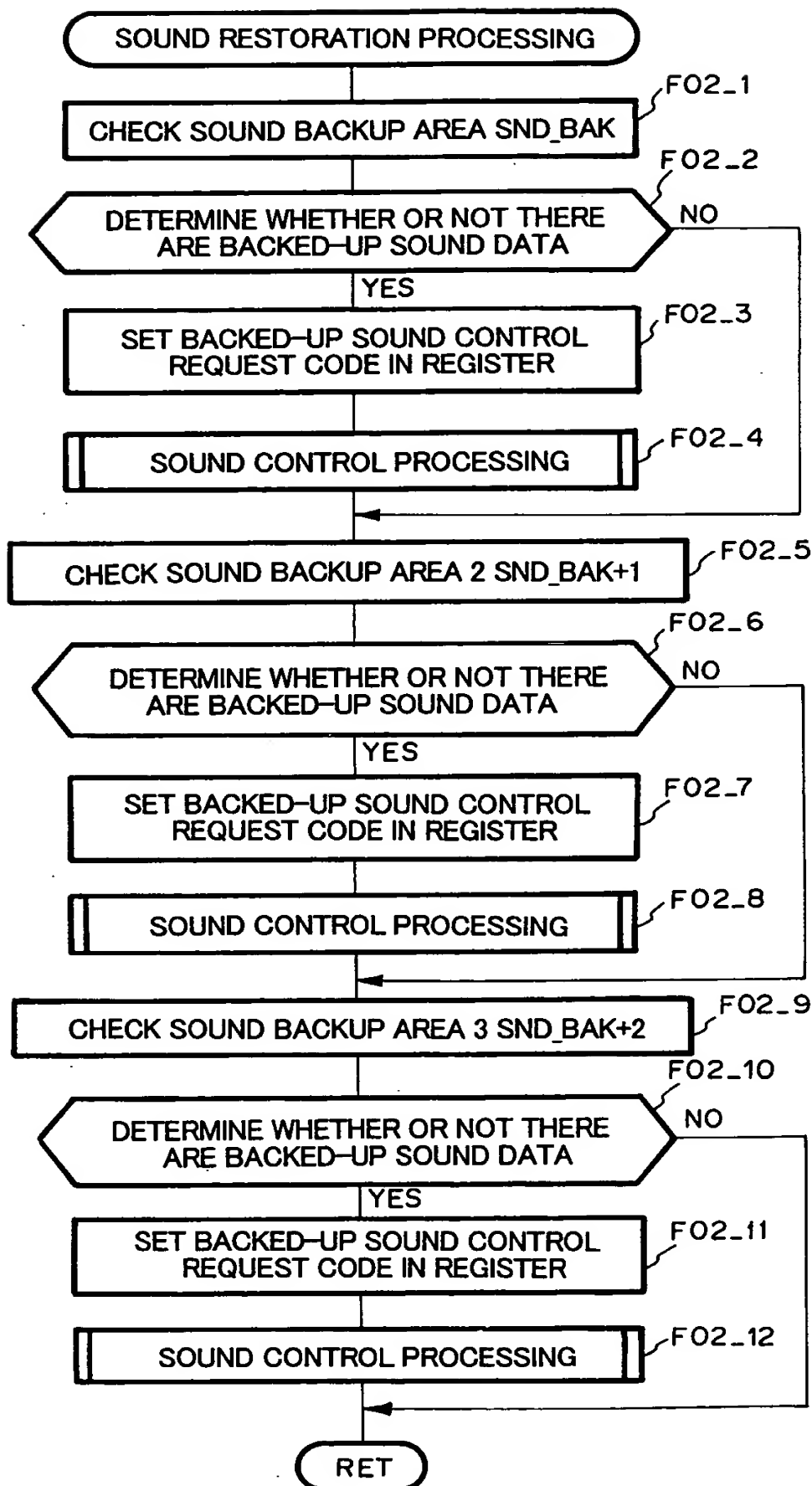


FIG.238

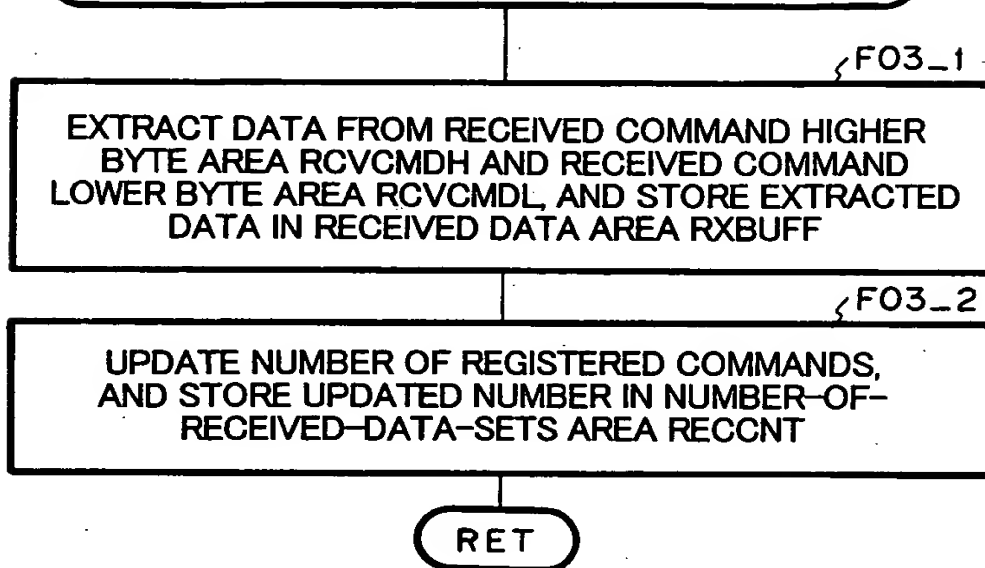


0002274900460



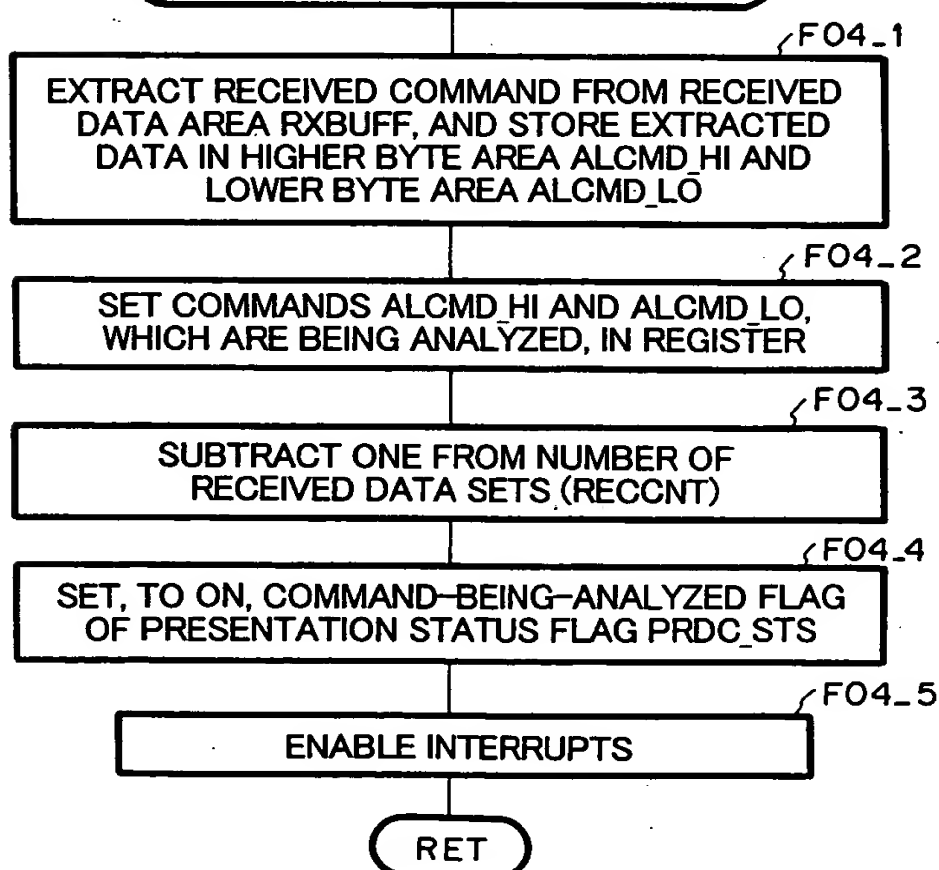
# FIG.239

## RECEIVED COMMAND EXTRACT PROCESSING



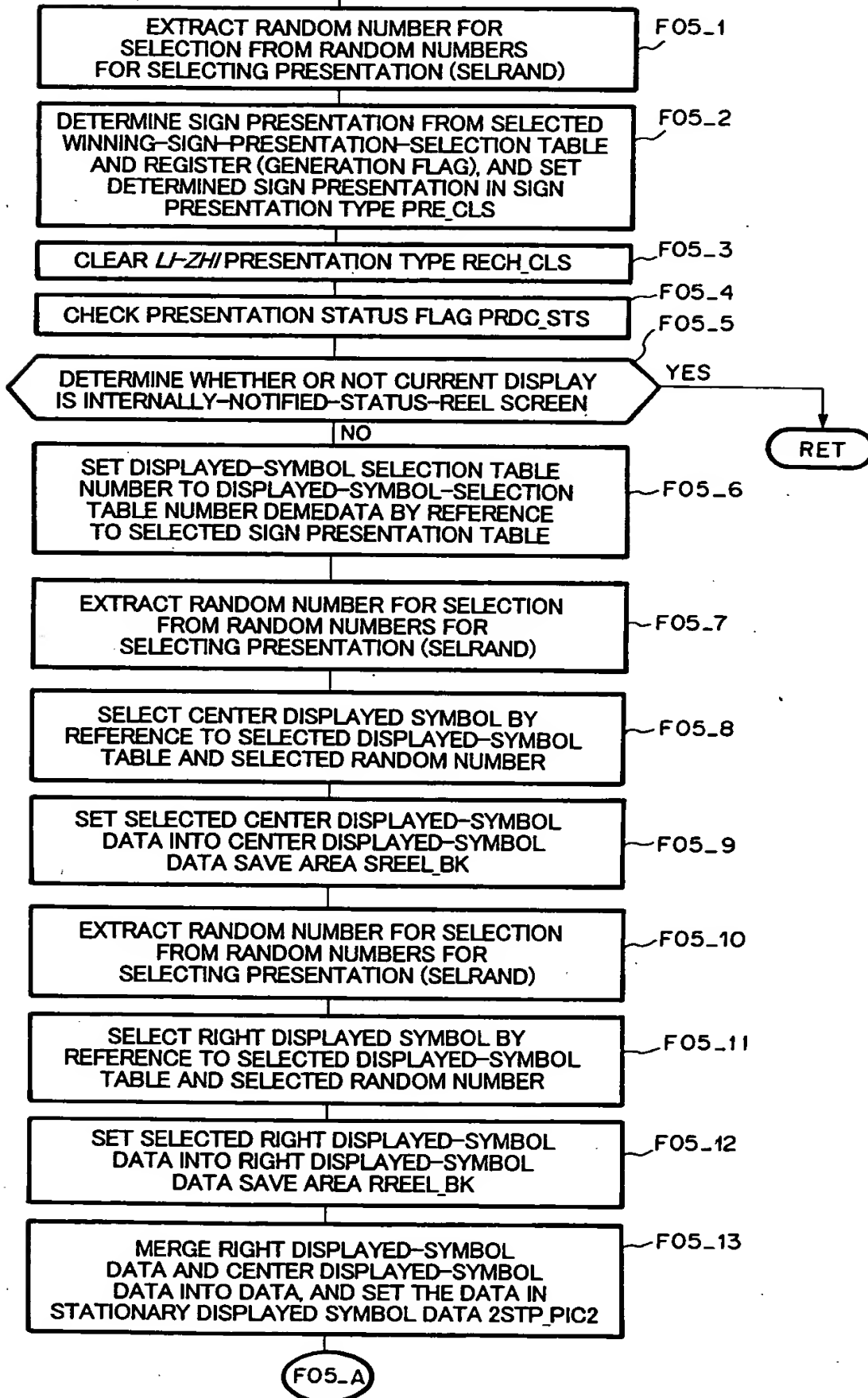
# FIG.240

## COMMAND FETCH PROCESSING



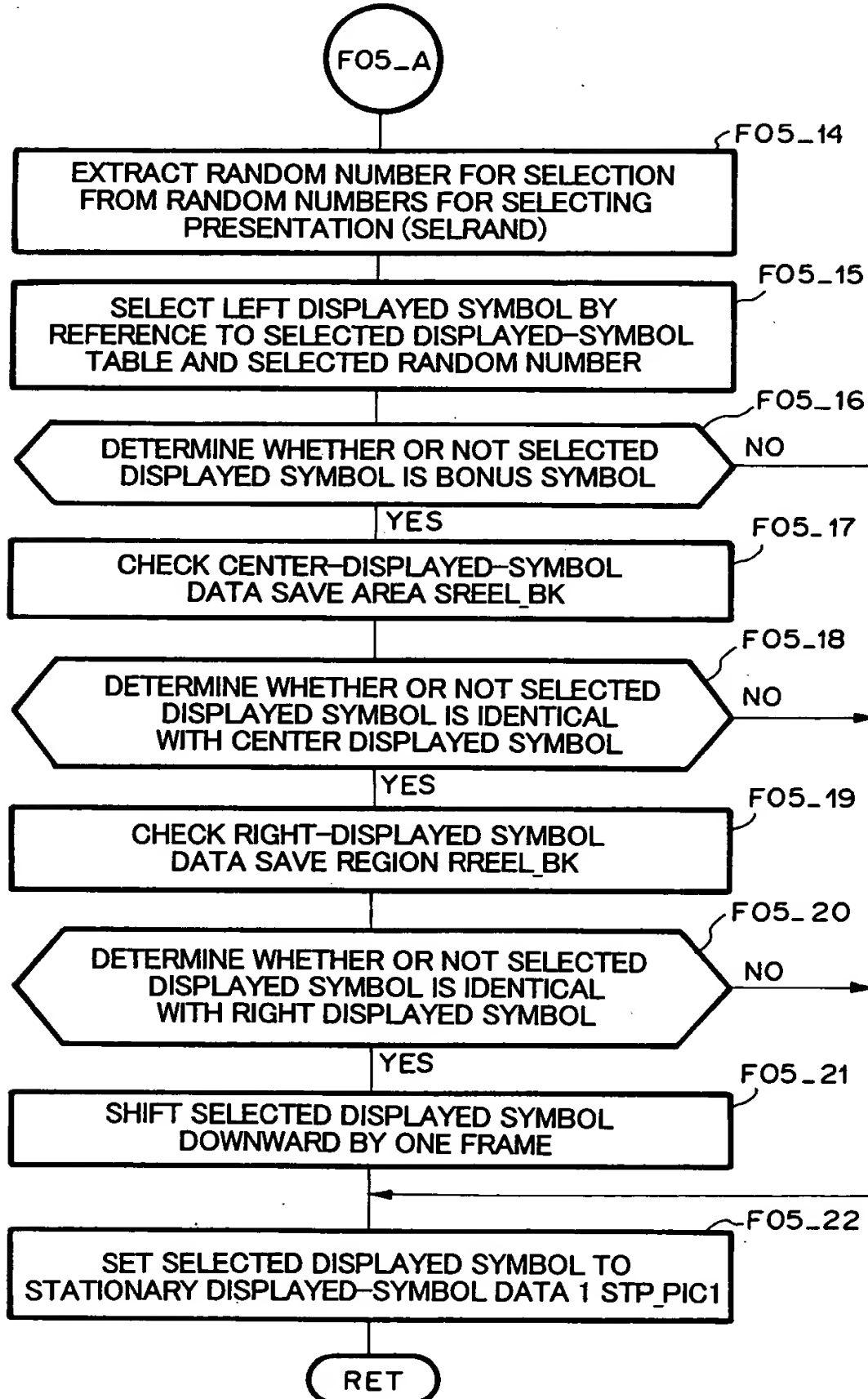
PROCESSING FOR SELECTING TYPE  
OF WINNING SIGN PRESENTATION

FIG.241



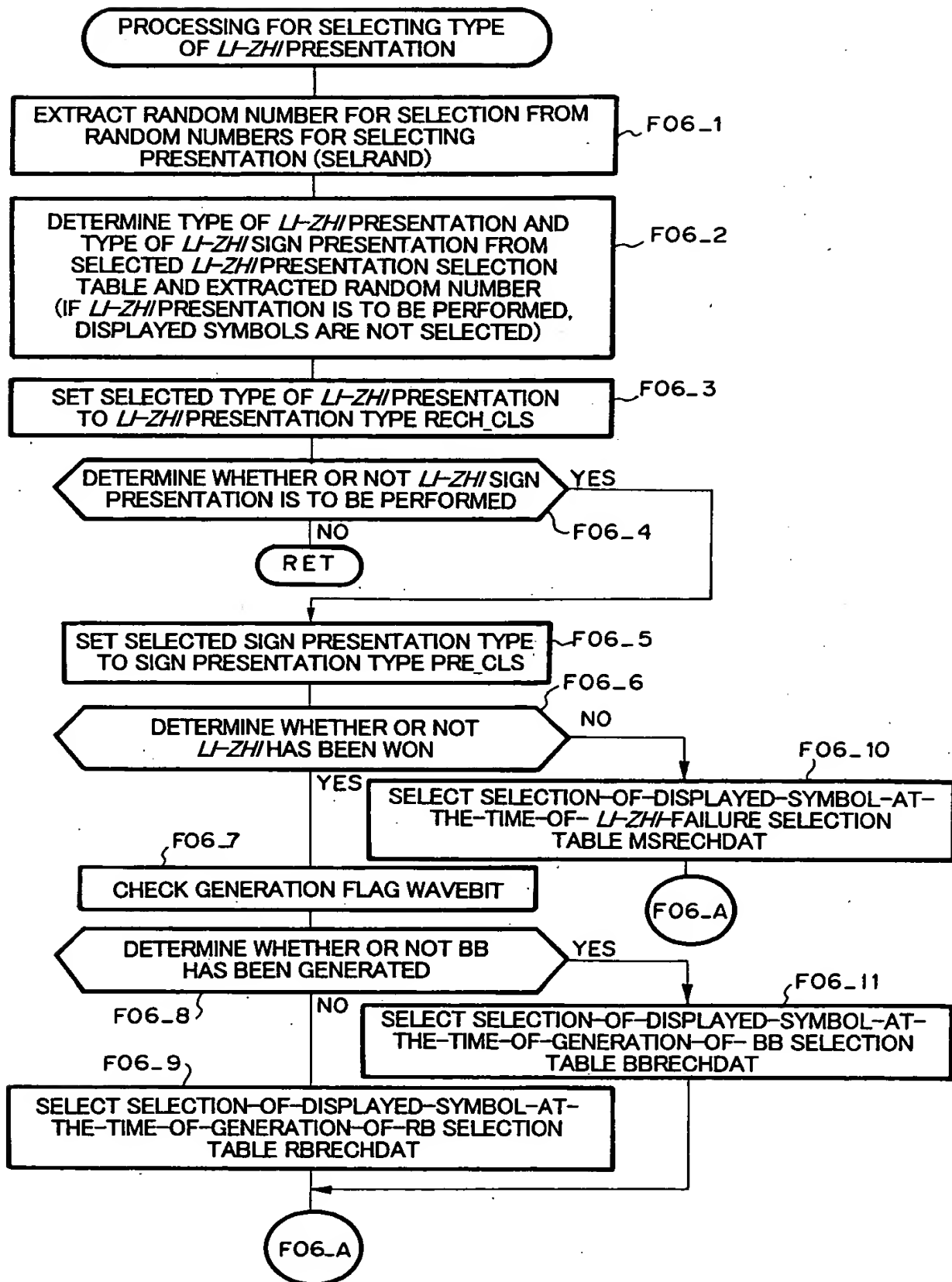
00022T-1900460

FIG.242



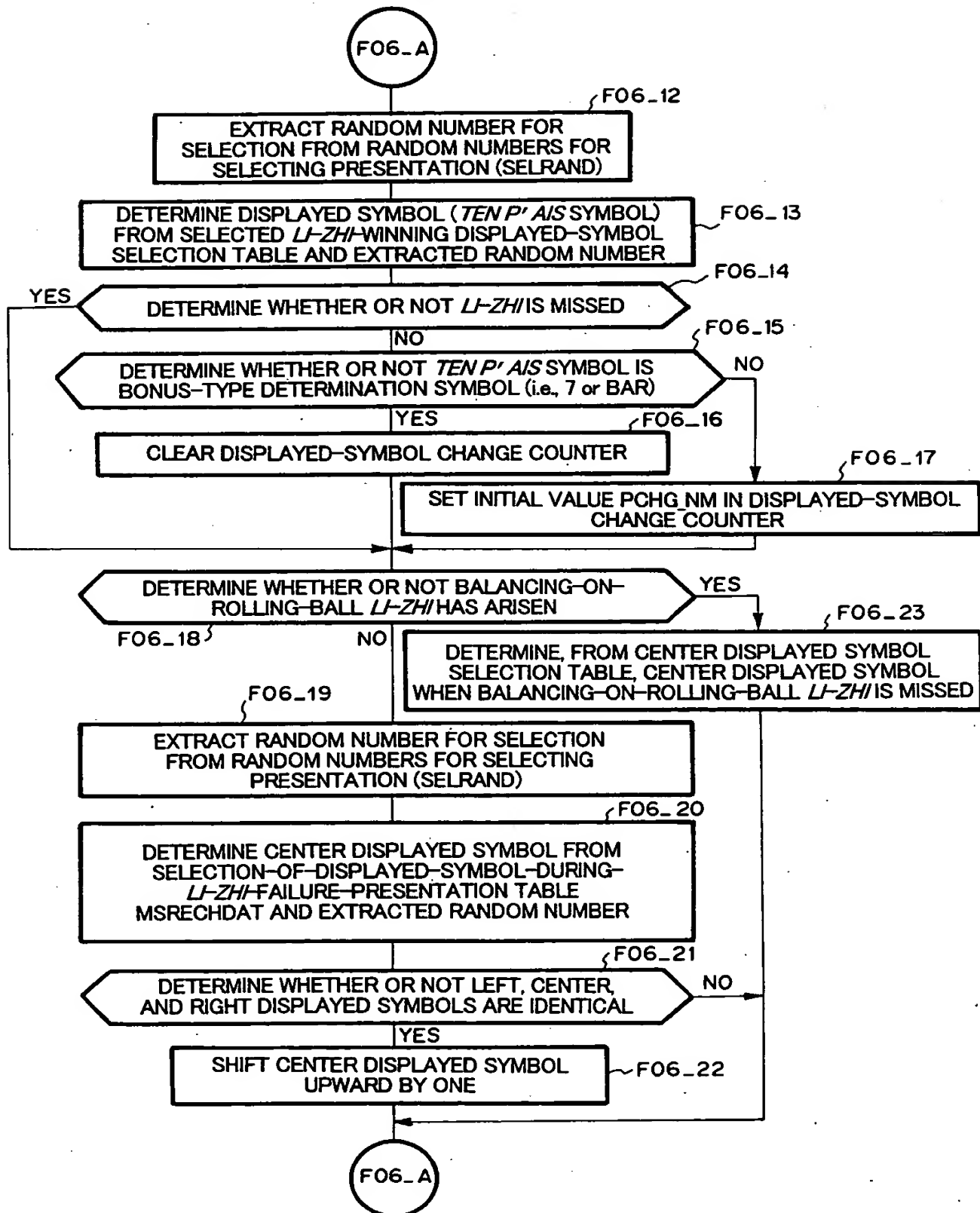
09740064-122000

# FIG.243



09740064-12000

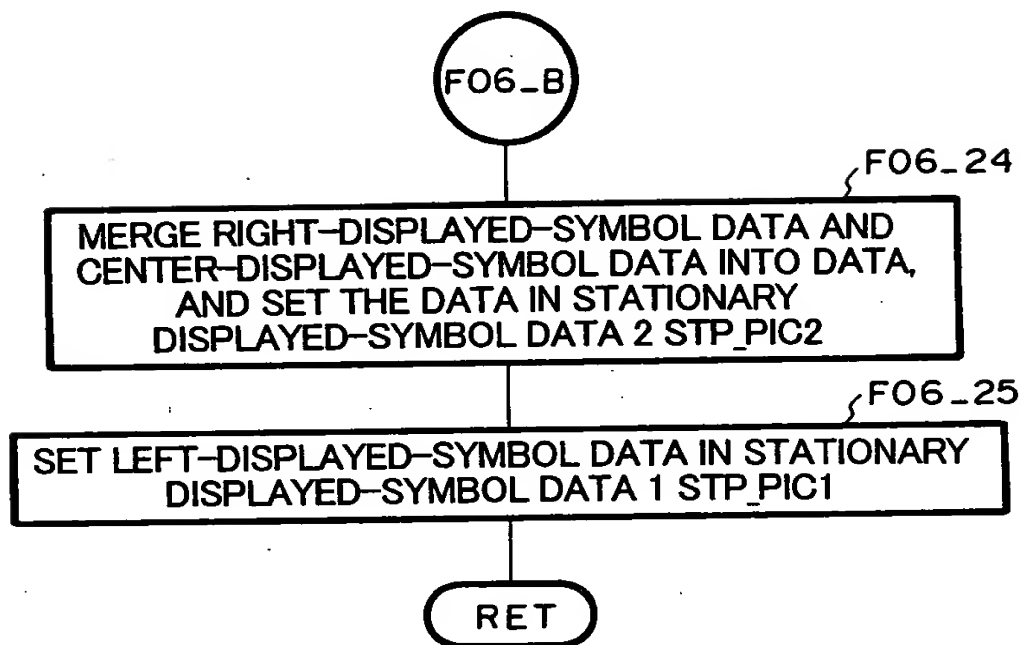
# FIG.244



09740064-122000

09740064-122000

# FIG.245



# FIG.246

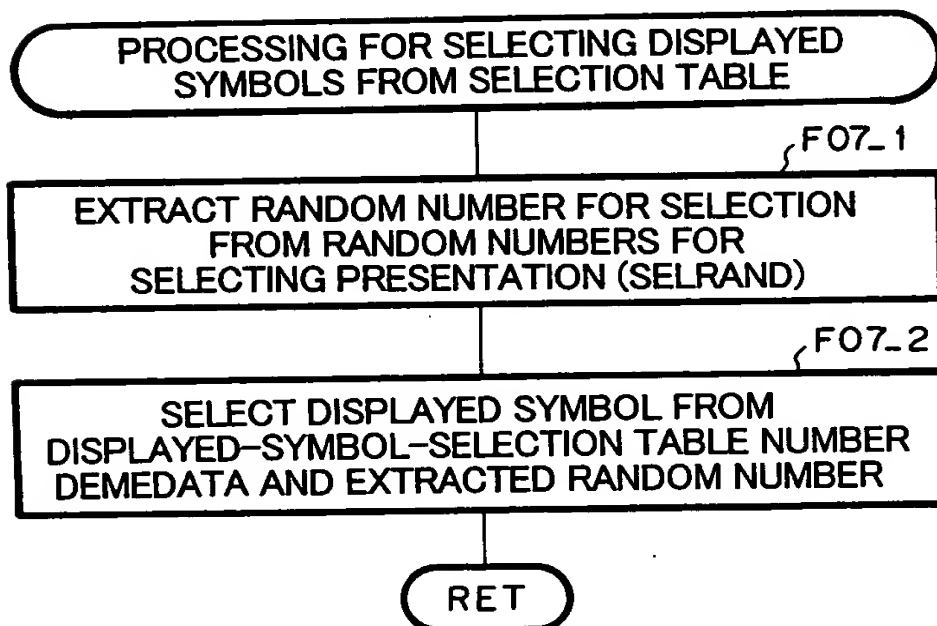
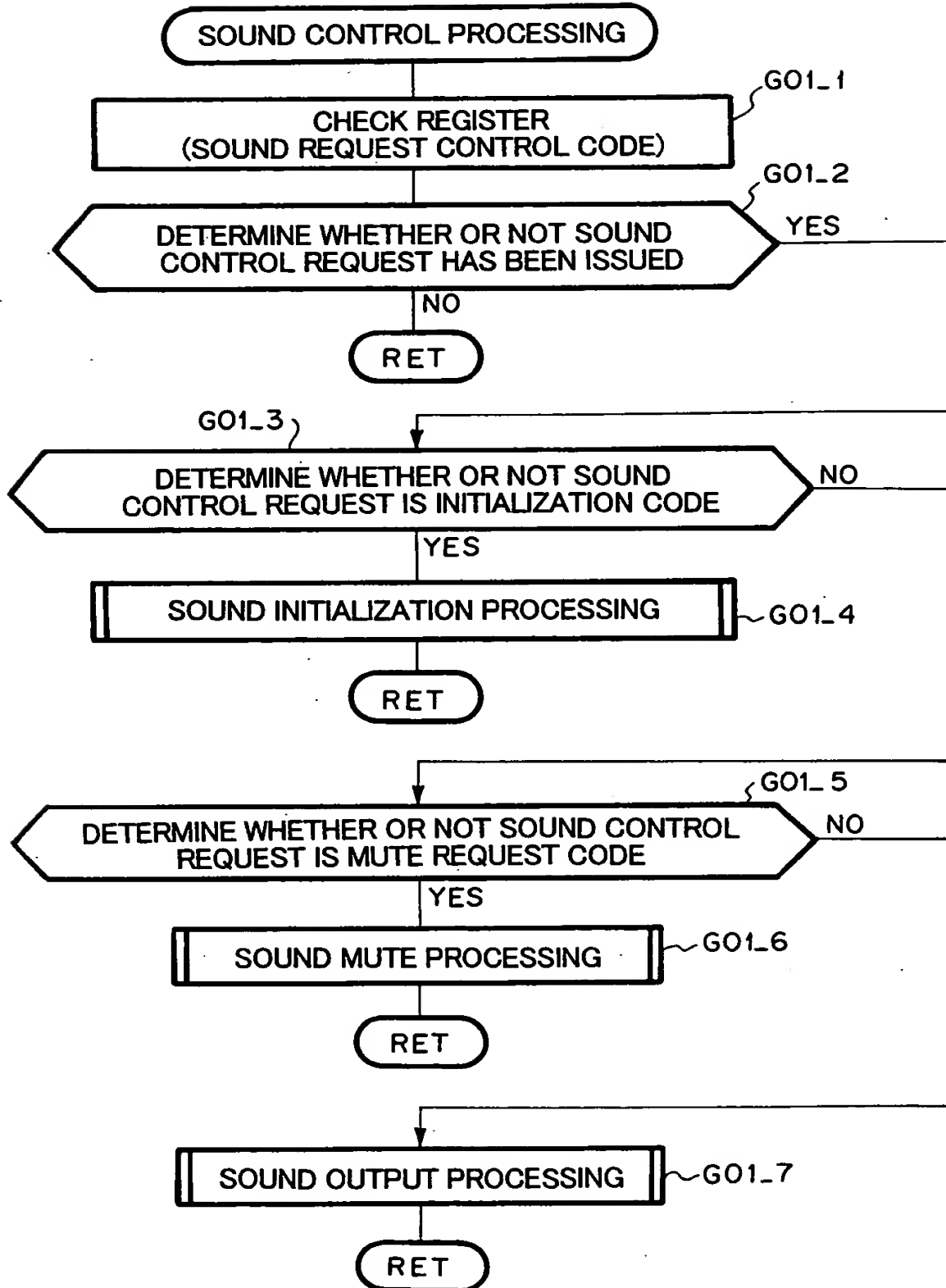


FIG.247



09740064-122000

FIG.248

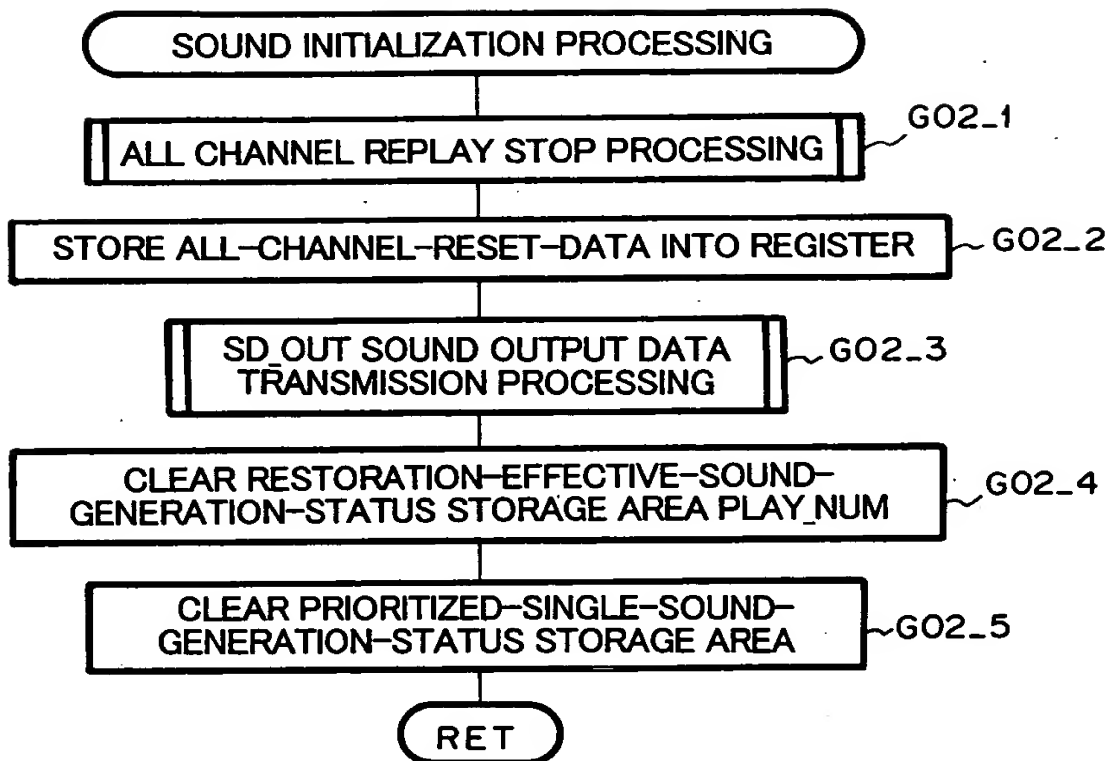


FIG.249

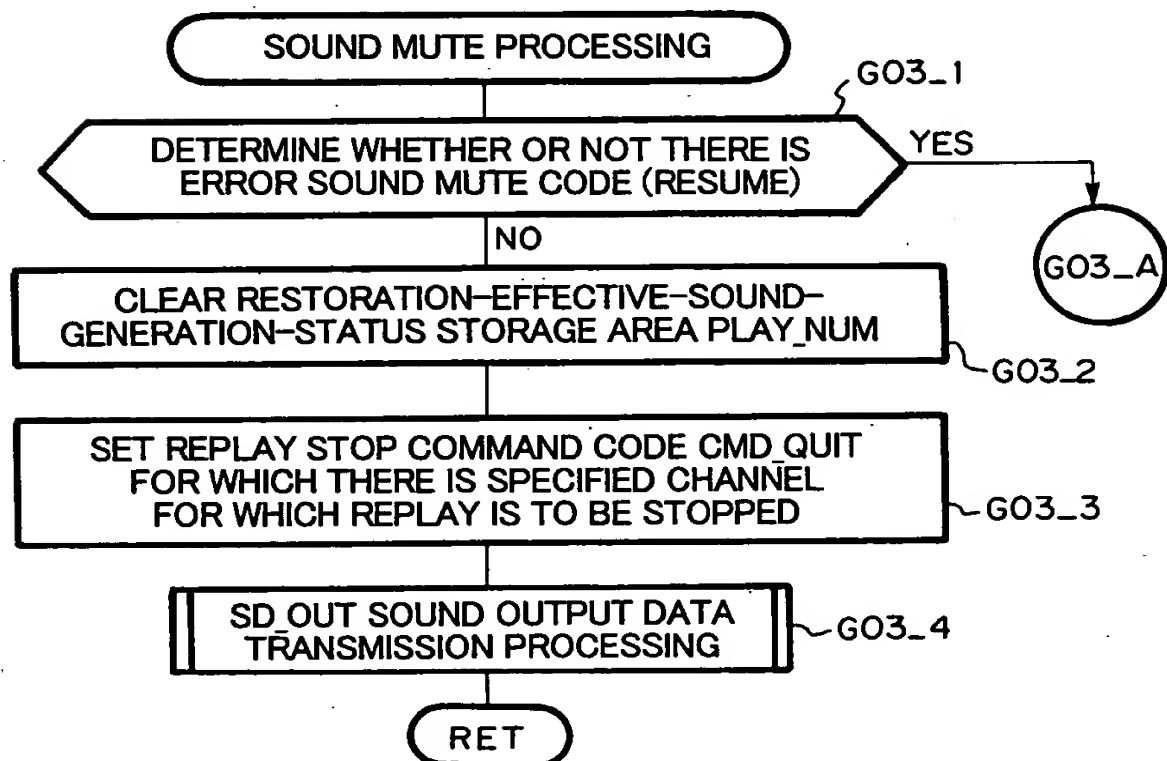
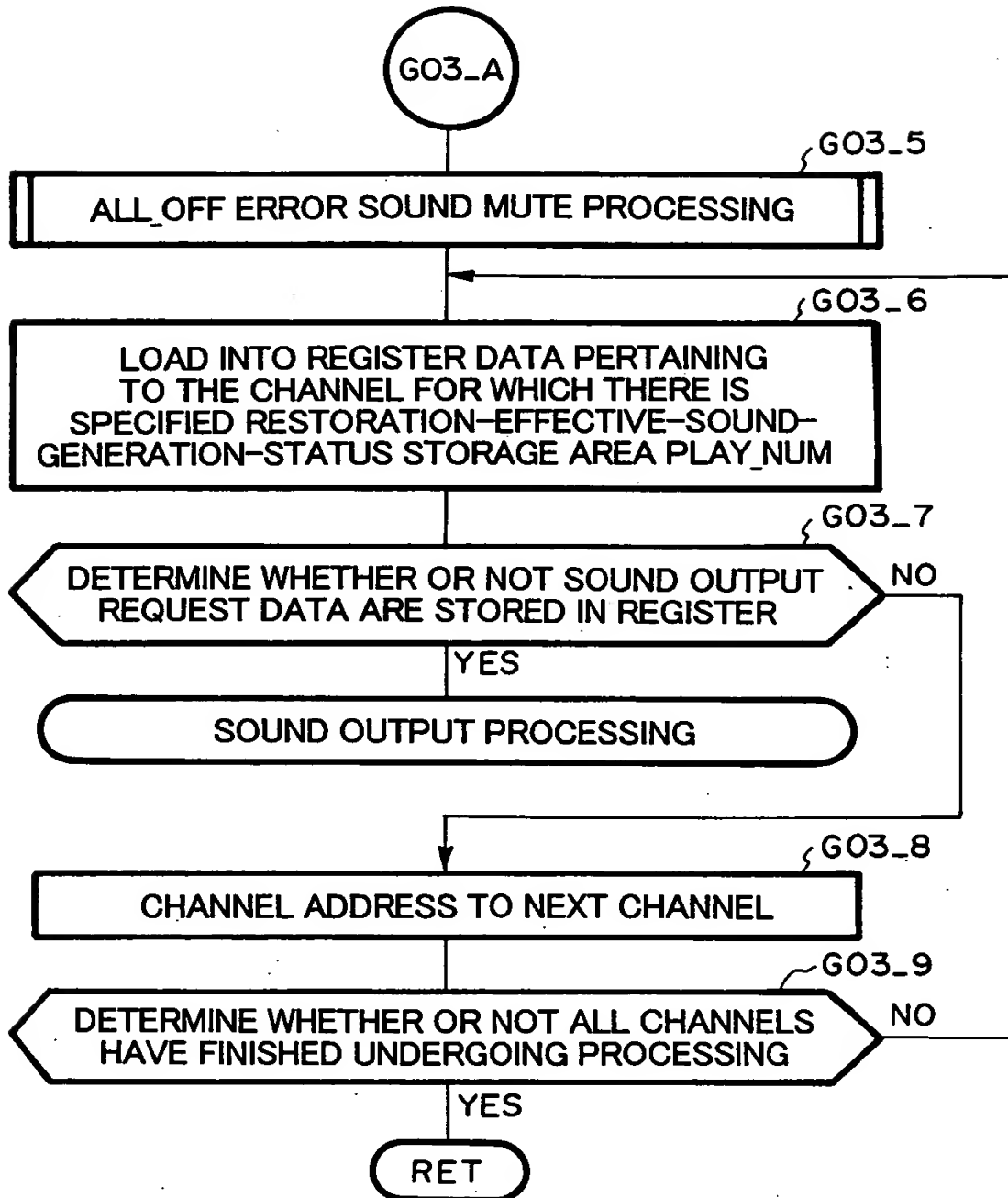


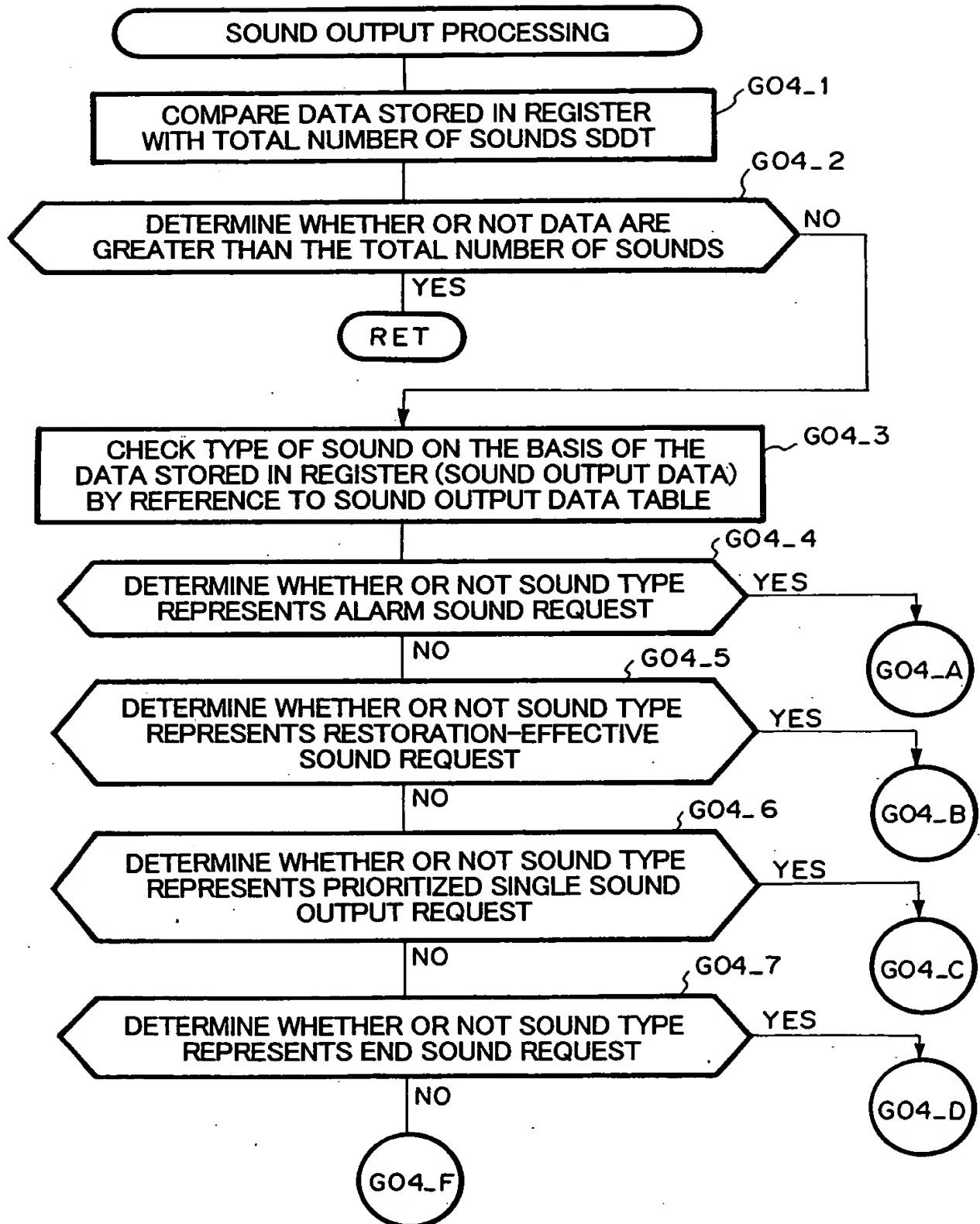


FIG.250

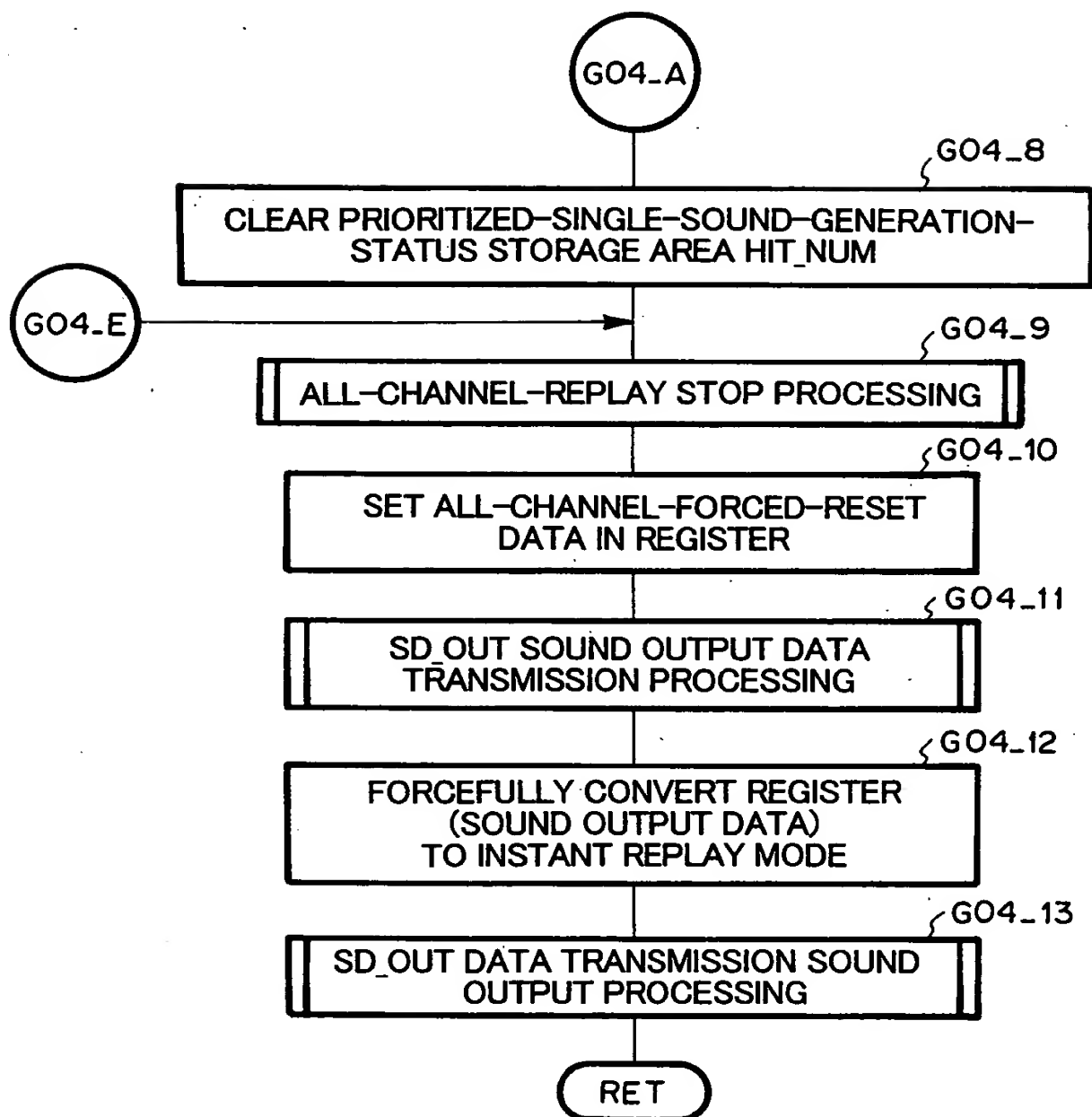


09740064 " 122000

0970061 FEB 00

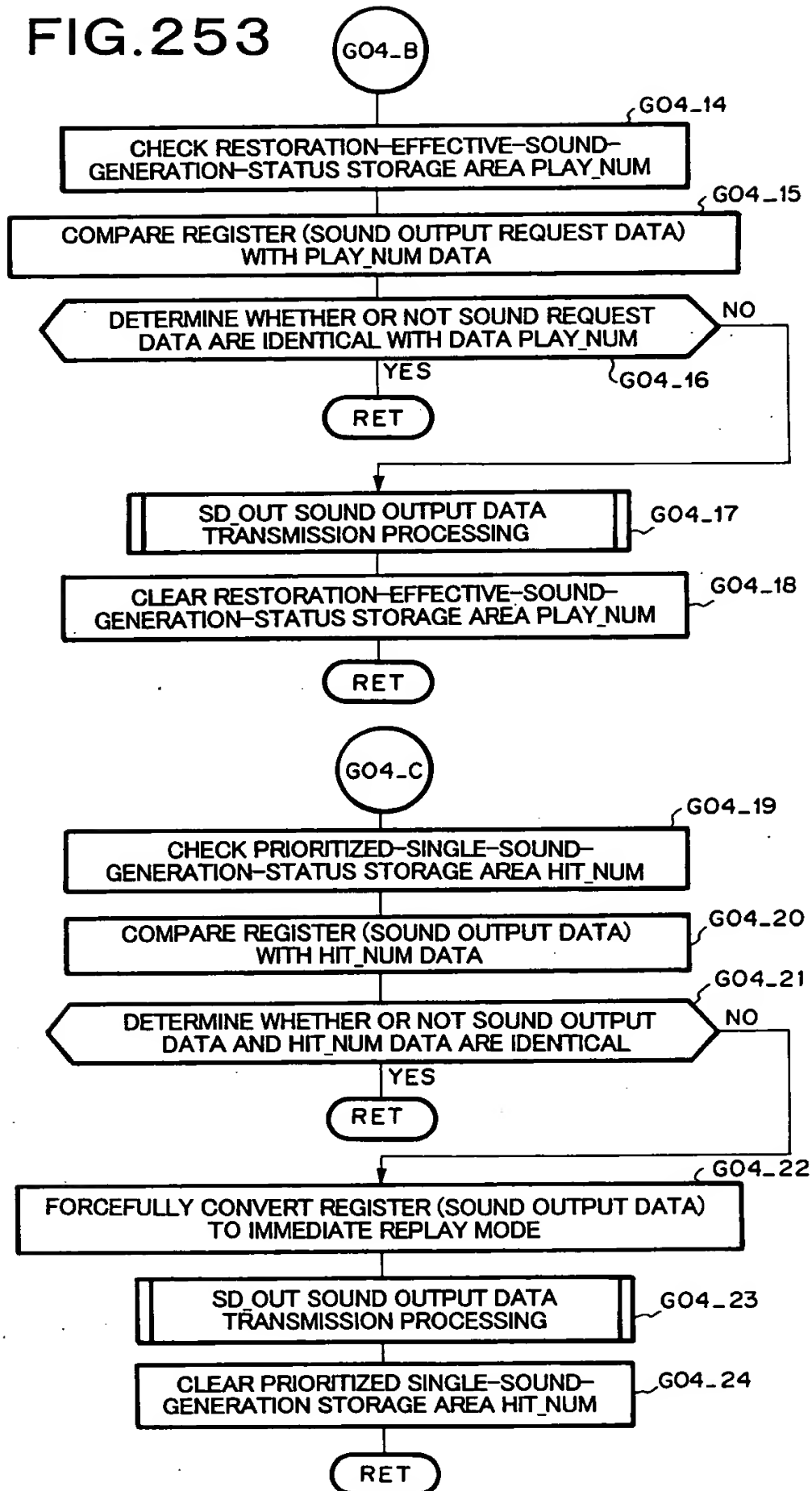


**FIG. 252**

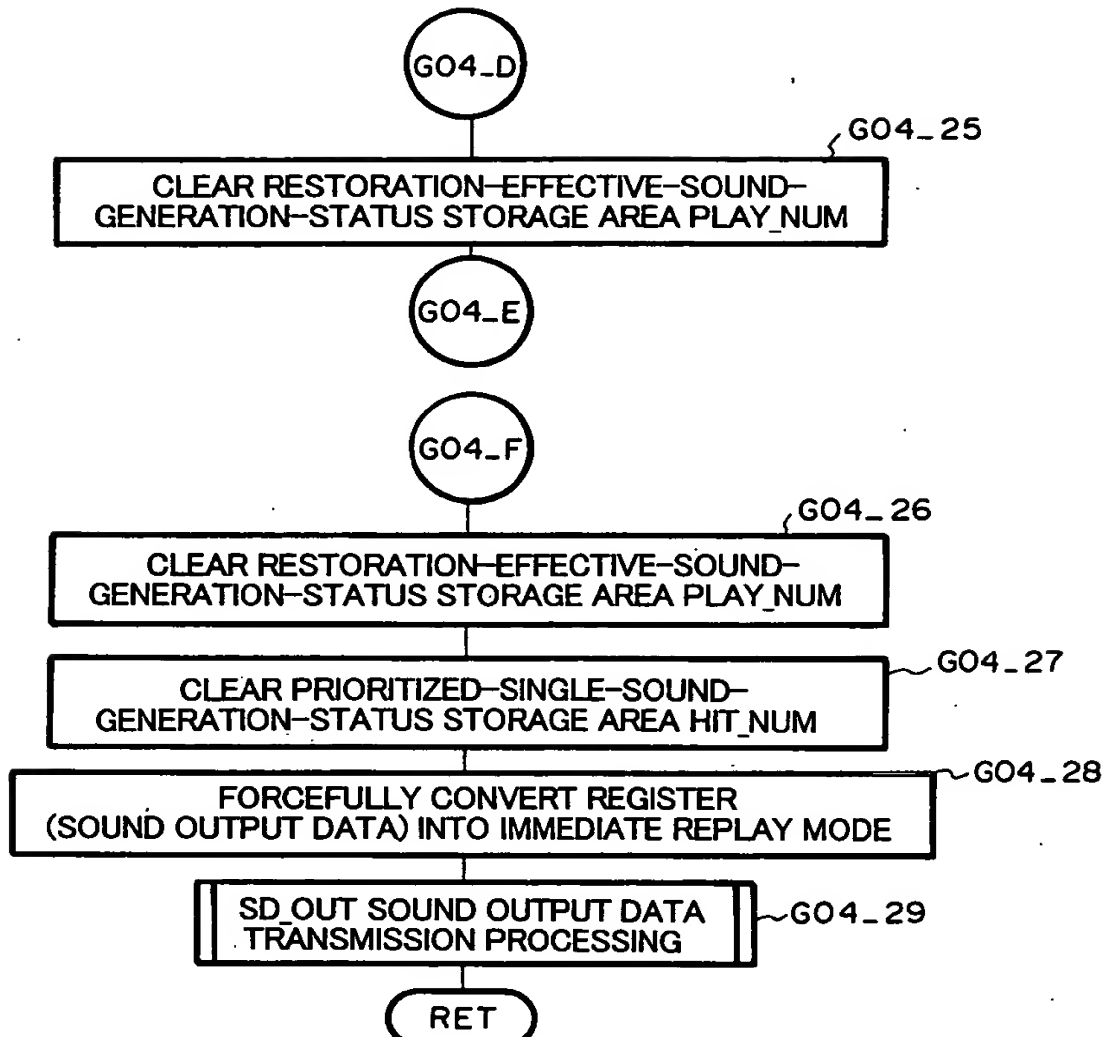


000227 "49004760

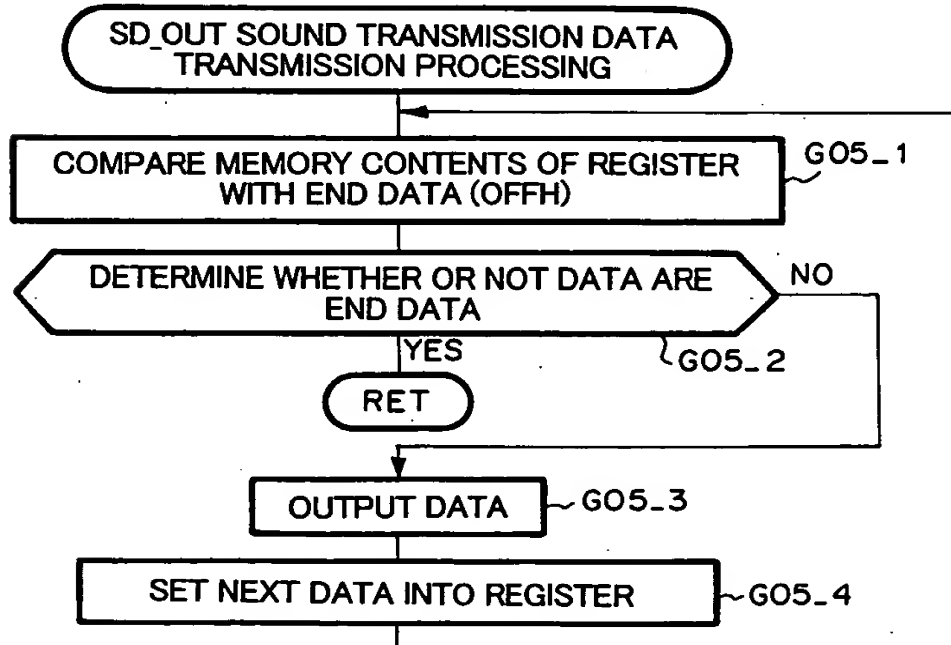
FIG.253



# FIG.254

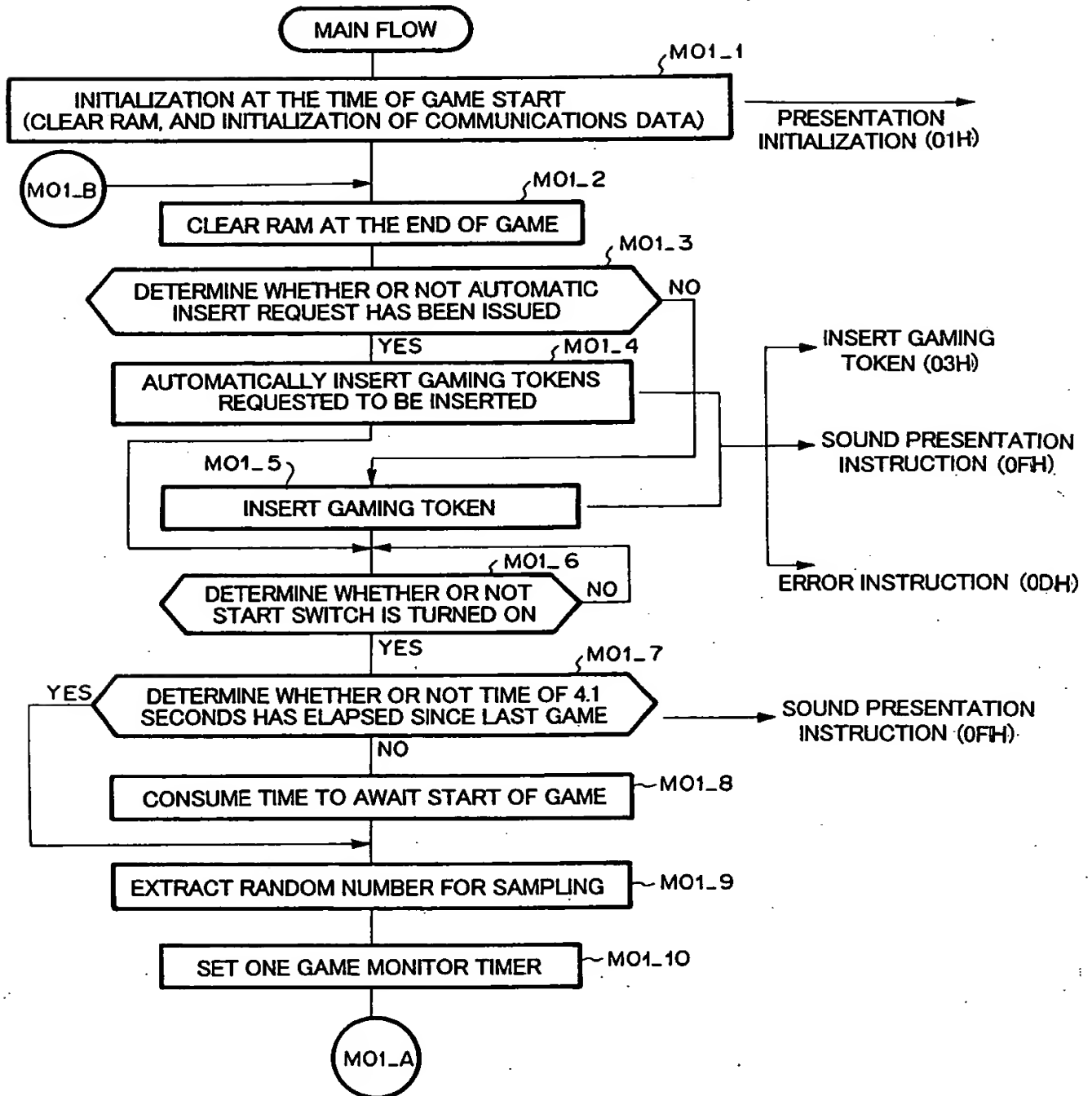


# FIG.255





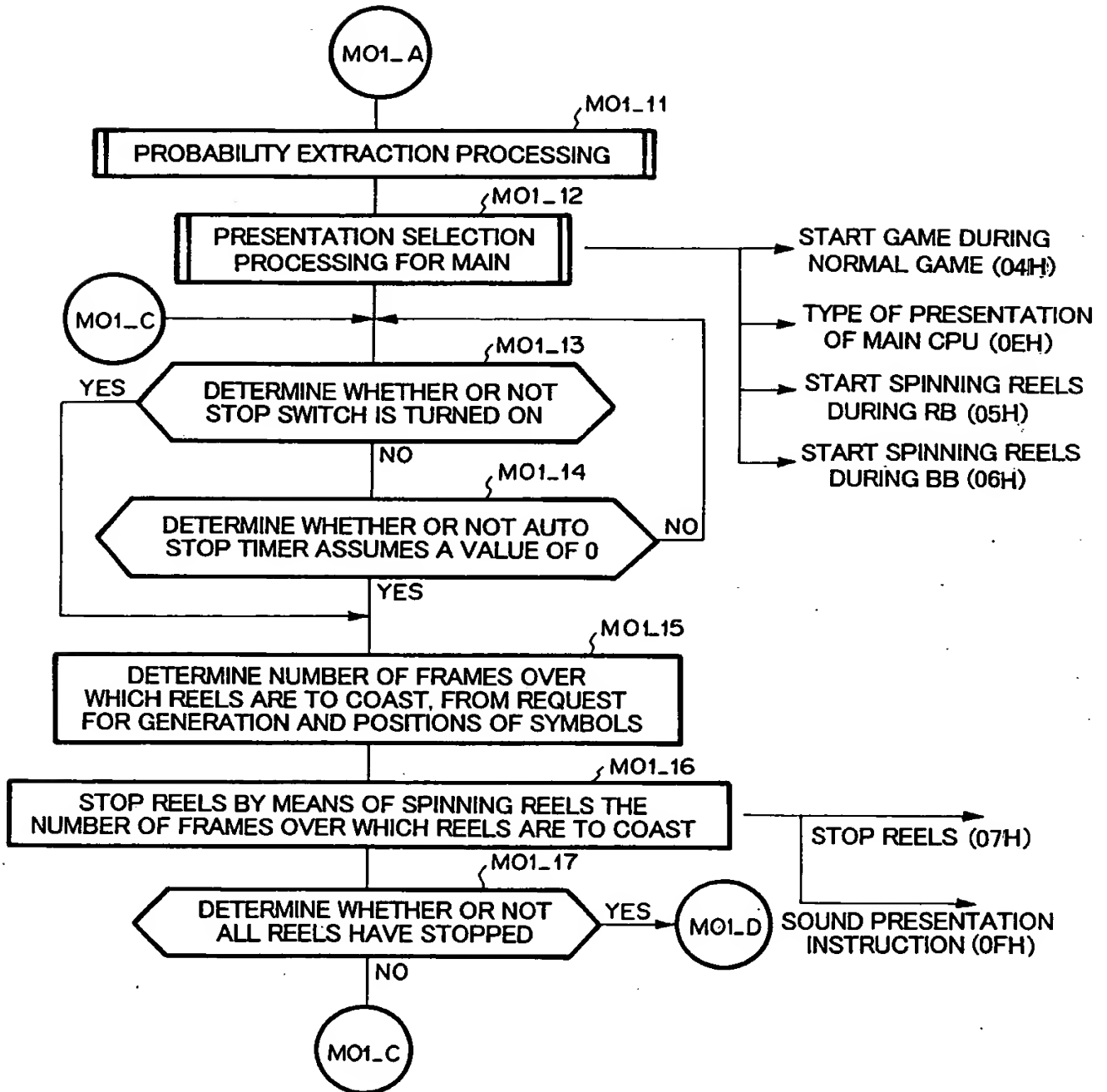
# FIG.257



002221 " 4904760 09740064 122000

00022T"4900460

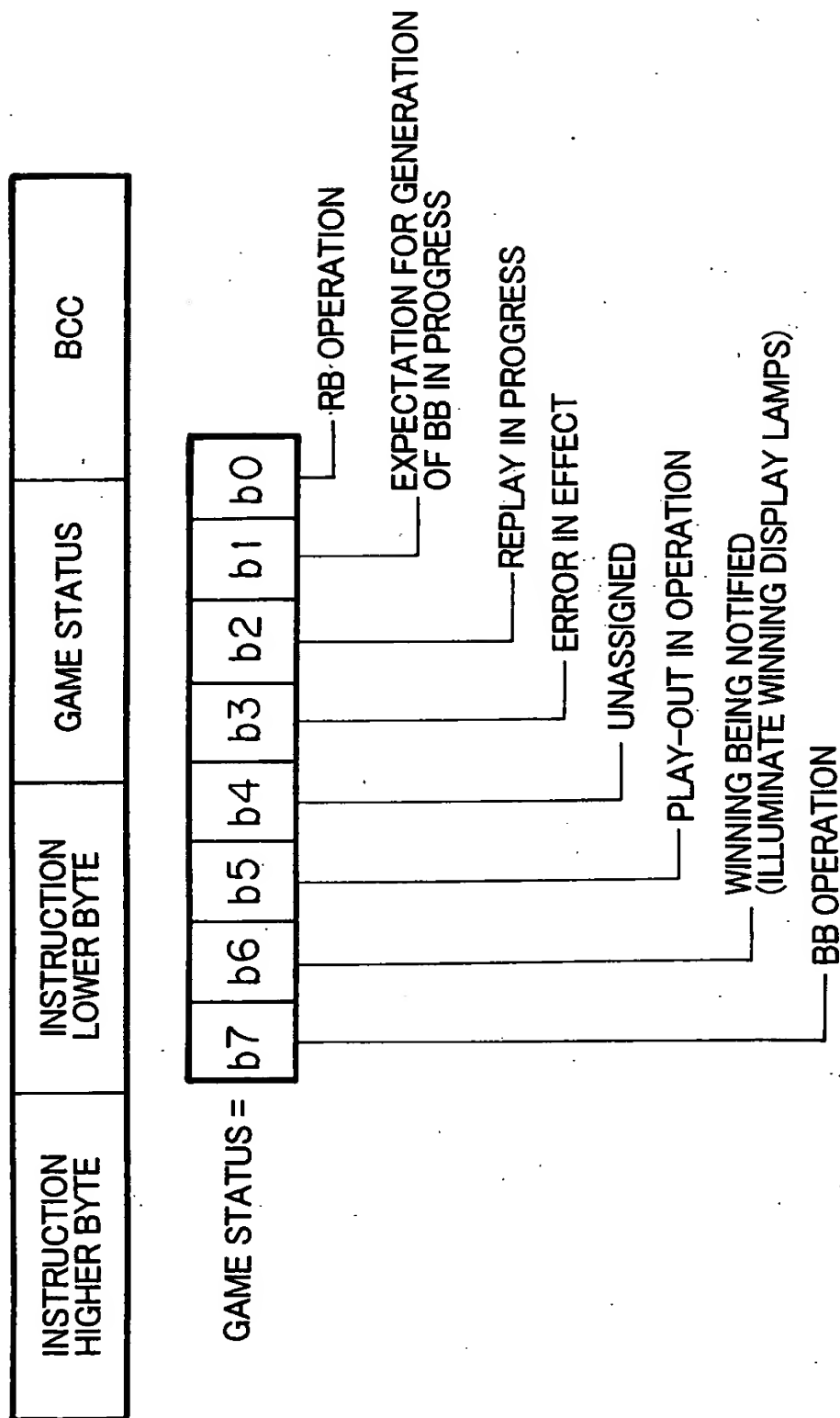
FIG.258







# FIG. 260



BCC = EXCLUSIVE OR OF INSTRUCTION HIGHER BYTE, INSTRUCTION LOWER BYTE, AND STATUS OF GAMING

000227-19004260

F I G. 261

BLINKING PATTERN 1

STAGE	BLINKING PATTERN		
1	(1)	(2)	(3)
	(4)	(5)	(6)
	(7)	(8)	(9)

TIME REQUIRED FOR MOVING PATTERN  
(103.25ms)



ILLUMINATED



EXTINGUISHED

000221" 49004/60

FIG. 262

BLINKING PATTERN 2

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (150. 18ms)</div> <div><div></div>ILLUMINATED<div></div>EXTINGUISHED</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

00022T-49004760

FIG. 263

BLINKING PATTERN 3

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (75.09ms)</div> <div><div></div>ILLUMINATED<div></div>EXTINGUISHED</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

00022T-19004260

FIG. 264

BLINKING PATTERN 4

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (150.18ms)</div> <div><div></div>ILLUMINATED<div></div>EXTINGUISHE</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

00022T-19004260

FIG. 265

BLINKING PATTERN 5

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (103.25ms)</div> <div><div></div> ON <div></div> OFF</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

# FIG. 266

## BLINKING PATTERN 6

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (150.18ms)</div> <div><div></div> ON <div></div> OFF</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

000221"49004260



F I G. 267

## BLINKING PATTERN 7

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTE (75.09ms)</div> <div><div></div> NO<div></div> OFF</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

FIG. 268

BLINKING PATTERN 8

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	12	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	13	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	14	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	15	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN</div> <div>(103.25ms)</div> <div><div></div> ON <div></div> OFF</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

000221"4900460